EYE TOY

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computer and video

games

WORLD ALL-FORMATS EXCLUSIVE REVIEW

TOMB RAIDER

THE ANGEL OF DARKNESS

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PRO EVO 3

FIRST PLAY & PICS!

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BUFFY 2

ITALIAN JOB

FIFA 04

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JAMES BOND

EVERYTHING OR NOTHING

JUDGE DREDD

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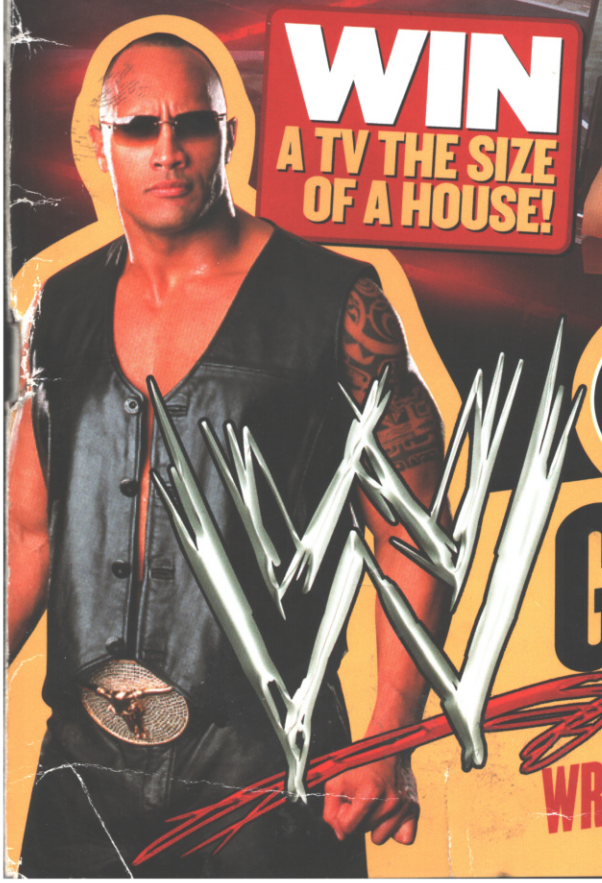

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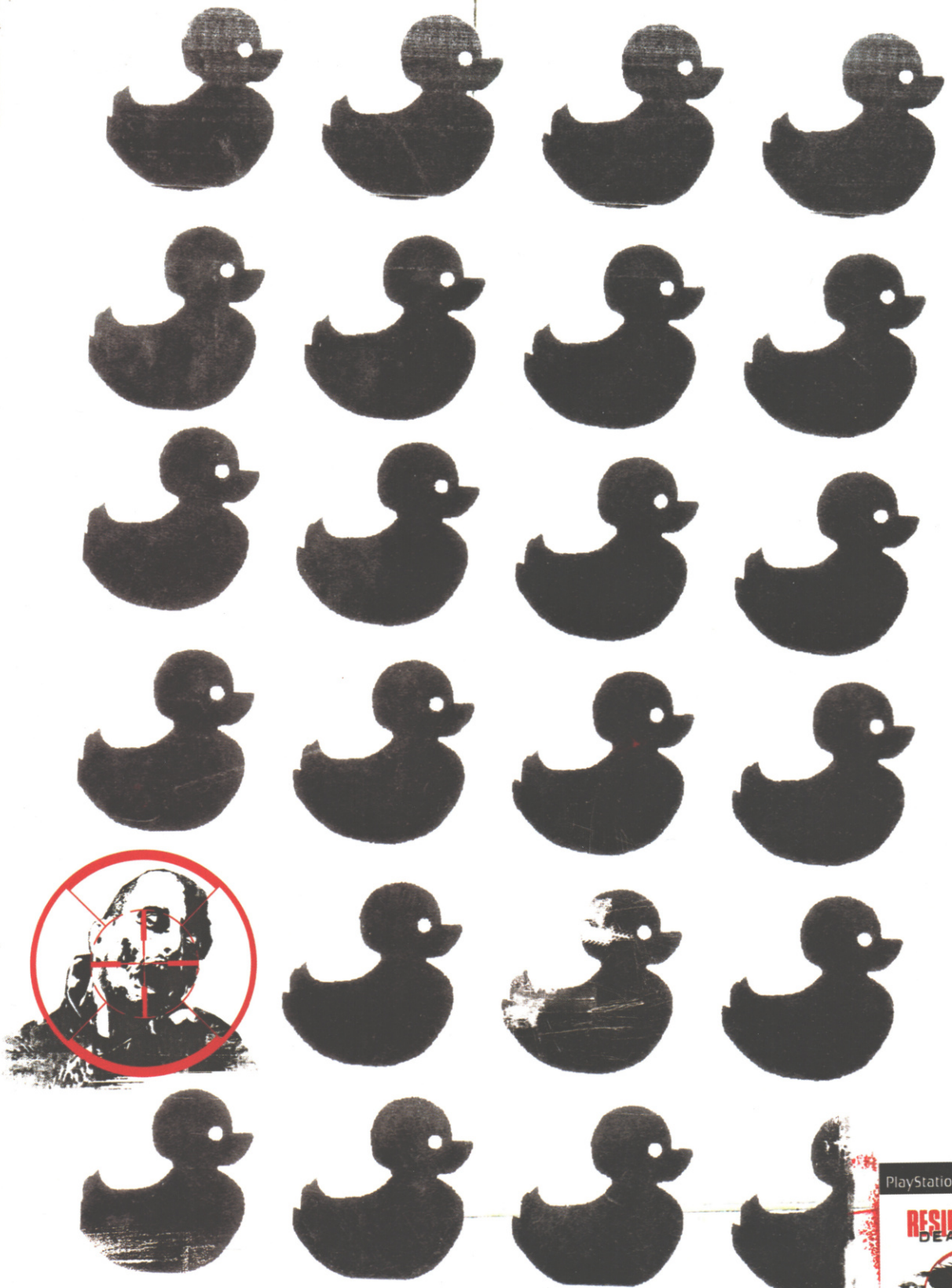

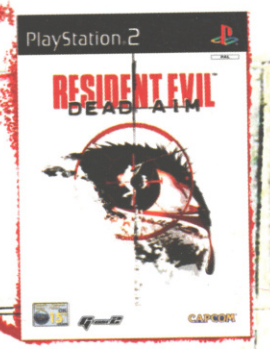

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G-con 2

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OH, SO YOU'RE READY NOW, HUH?

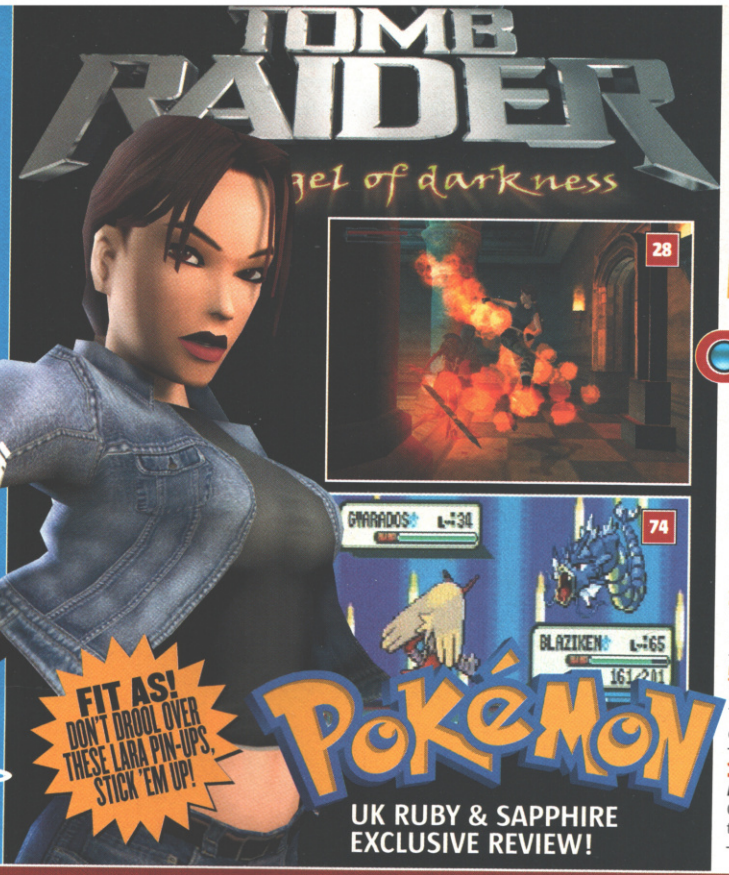
What is it with girls? First they tease us, getting us all hot under the collar, then when it actually comes to getting down to business it's all a bit of a... disappointment.

Still, there's always Lara, the one chick we can always rely on to deliver the goods. We've been playing with the top-heavy horn dog for six years and she's still as fresh as ever, right? Right?

Well, not quite. She's still packs more heat than a McDonalds apple pie and that ass is tighter than ever. But she's the videogame equivalent of Oasis – predictable, so much so you know exactly what you're gonna get before you've even taken the CD out of the case.

That's great if you want more of the same, but I reckon we all deserve something new, something exciting. And if we can't rely on Lara to get our blood pumping, who are we gonna turn to for fun?

Alex Simmons Editor



FIT AS! DON'T DROOL OVER THESE LARA PIN-UPS, STICK 'EM UP!

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What's he on about this time?

PLANET CVG

THE HOT[illegible]MES & GOSSIP FROM AROUND THE GLOBE

POP TO THE SHOP
You can buy new kit and special extras in the new Winning Eleven Shop, by earning points from winning games and beating certain teams in the Master League.

Now you can set your players to make specific attacking runs

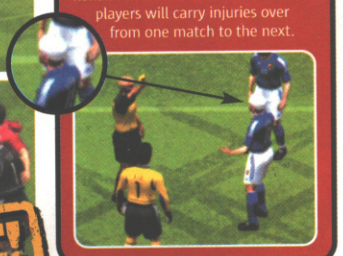
There are 20 awesome stadiums to play in

CVG will be getting fully hands-on with WE7 next month. Don't miss our exclusive, on sale July 31

The new replays now have a real TV show look to them

BUTCHERED!

Now players receive specific injuries from bad challenges. Visible cuts, bruises and bandaging appear during real-time play and in cutscenes. Konami is still to announce whether players will carry injuries over from one match to the next.



THE JAPANESE VERSION OF PRO EVO 3!

EXCLUSIVE!

WORLD SOCCER

Winning Eleven 7

The tunnel entrance scenes have been overhauled

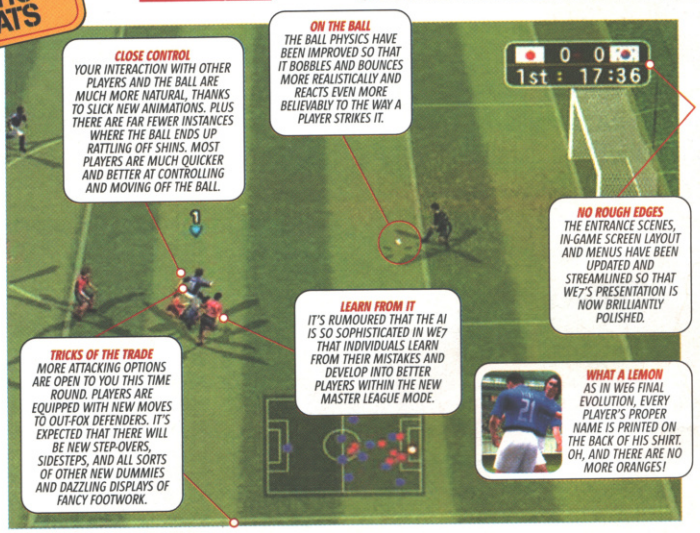
FIRST SHOTS AND STATS

SPRINT ONTO THE HALLOWED TURF AND INTO SEVENTH HEAVEN

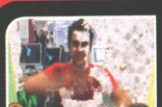
CVG's copy of Winning Eleven 6 Final Evolution hasn't seen daylight since the game was released in Japan seven months ago. It lives in darkness within a dedicated PlayStation 2, and has literally *never* been let out.

On August 7 we're going to set our circular sun-starved prisoner free. Not because we care about its well-being or anything. It'll be out on its ear to make room for Winning Eleven 7, which goes on sale that very same day!

If you don't own a Japanese PS2 or modified PAL machine you'll have to wait till November for Pro Evo 3. However, we've got all the information on the most exciting new features that will be appearing in both titles, along with all the first screens of WE7 in action both on and off the pitch.



MEET THE TEAM

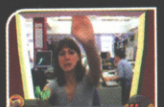


Alex Simmons
EDITOR
CURRENT FAVES
- Eye Toy: Play
- Wario Ware
- Advance Wars

The end of the proper football season marks the start of the Al Simmons one, and the beginning of a nightmare for anyone else on CVG. Especially if you can't kick a ball. Simmons has adapted his Drill Sergeant skills for friendly football kick-abouts in the local park. Every morning we're forced to jog around the block in training for the Thursday evening session. Shame it clashes with our various flower-arranging classes.

Pete Walker
DEP EDITOR
CURRENT FAVES
- PlanetSide
- Tribes: Aerial Assault
- XCOM: Apocalypse

We really think Pete missed his true vocation in life: wrecking ball. A friendly sort of wrecking ball, mind you, but an almighty specimen nonetheless. See, Pete is a catastrophe while on the move, knocking great chunks off this and that wherever he... walks. Maybe in the old days, before wrecking balls, they had these professional 'Walkers' who'd stomp around derelict buildings until they crumbled to nothing?



Georgie Kyriacou
PRODUCTION EDITOR
CURRENT FAVES
- M.I.P.S. the Mangelwurzel
- Blocky Puzzle IV EX
- Planet Of The Danger Babies

Everything we write, every word, is passed or failed by Georgie. It's scary knowing that all our work must share the same space between the ears also occupied by some of the loudest, angriest music known to man. You wouldn't think so just looking at her, but Georgie is quite the moshing fiend. Although very polite about it, we're sure. If ever you're at a gig and someone apologises for standing on your head, it's her.

Lee Skittrell
REVIEWS EDITOR
CURRENT FAVES
- Pokémon Ruby
- Dark Chronicle
- Wario Ware

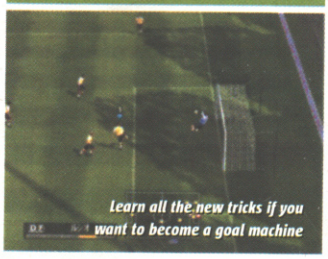
Lee who? Just kidding, Lee's off on holiday for a while. He's got a mate who can get cheap tickets, see, so has been just about everywhere recently, and mostly overseas. Why, he's a regular David Attenborough, in fact. We made the mistake of asking for souvenirs at the beginning, but quickly stopped reminding Skitters after the second round of exotic animal droppings and movies of mating wildebeest...

PLAY ON

Now the referees play a lot more advantage instead of blowing for every foul.

Loads of awesome new player animations appear in WE7

Teams play noticeably better at their home ground in the Master League



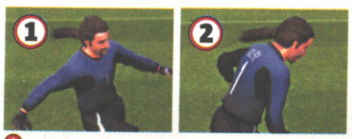
Learn all the new tricks if you want to become a goal machine

BROKEN RECORD

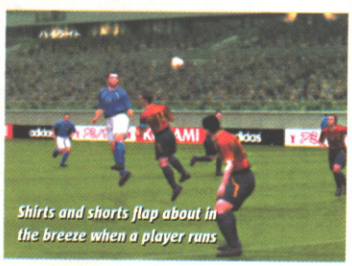
The commentary for Pro Evo 3 has received a complete overhaul, which means that you shouldn't hear the same annoying scripted line more than once in a game.

BECAUSE YOU'RE WORTH IT

The amount of attention that has gone into breathing life into all the players is staggering. Not only do they get visible injuries, their hair, shirts, shorts and collars twist and flap in the wind and when they move too. And when play stops, players can be seen having a drink off the pitch to regain energy.



As the keeper runs forward his girly ponytail bounces about realistically. Hey, great hair



Shirts and shorts flap about in the breeze when a player runs

POWER CLUBBING

There are 24 new club teams in WE7, making 64 compared to WE6 Final Evolution's 40. And all of the player likenesses are probably the best we've seen. The kits are easily the most intricately detailed in any footie game too.

BACK OF THE NET

Although neither game will be playable online, both WE6 and PES3 feature online support. This will enable you to download players, new strips and much more, keeping the game up to date all year round.

KEEP 'EM SWEET

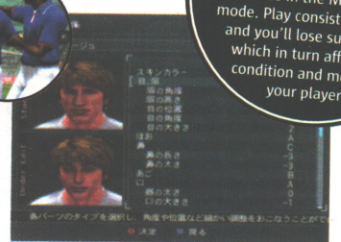
The performance of a team will now affect their fan attendance in the Master League mode. Play consistently badly and you'll lose supporters, which in turn affects the condition and morale of your players.

CHAMPIONS LEAGUE

WE7's revamped Master League mode now boasts four divisions, and there's a whole new Winning Eleven Football Association league (WEFA) that is basically a rip-off of the Champions League, where the top teams from each division get to compete for the ultimate trophy.

TIME FOR A FACELIFT

The Player Edit mode now gives you a god-like level of flexibility with which to create players. You can adjust the height of players' eyebrows, the thickness of their lips and coiff their barnets – handy if you want to keep your Beckham character model up to date. In fact, you can manipulate almost every bit of their bodies. Nice.



Give him a nose like Pinocchio, a barnet like Beyoncé and knackers the size of coconuts

METAL GEAR 3: BREAKING NEWS!

SOLID SNAKE CRIPPLED IN JUNGLE MISSION

The jungle is a dangerous place. Avoid it at all costs. Man-eating anacondas, poisonous tree frogs, elite squads of armed guards!

But one man's not afraid to take on everything the jungle has to throw at him. And yes, he may well be a stupid man, but when it comes to bravery he has no equal. No, not Steve Irwin, Solid Snake.

Proof of just how hard Snake really is has surfaced with news that if he falls from a high treetop and lands badly in Metal Gear Solid 3, his leg will break! But it's not game over, oh no. The courageous chap just keeps on trooping.

We already knew that Hideo Kojima's latest sneaking mission was going to be all about survival, with stuff like killing animals to stay alive and enhance your powers. But breaking bones and no access to a plaster cast. That's extreme.

TURN TO PAGE 12 FOR 100 EXCLUSIVE NEW MGS3 SHOTS!

No details have been announced as to whether you can break anything else, but CVG's guessing that there could well be more grizzly injuries in store for our intrepid junglist. Maybe you get your goolies munched on by piranhas, ankles gnawed by angry terrapins and ears nipped by tiny disgruntled nocturnal bears not too chuffed at having to share a tree with you. Who knows? Well Konami does, but it won't tell us yet.

One thing is certain, though. Snake's latest adventure is going to be packed with the sorts of challenges that you've never had to cope with in a videogame before. And from what we've seen so far, MGS3 will not be the pushover that MGS2 was.

It'll be tough and you'll experience serious pain, but you're going to love every minute of it.

Mike Cooper
NEWS EDITOR
CURRENT FAVES
- Winning Eleven 6: FE
- Wario Ware
- Advance Wars

Mike's been looking to buy his first house, and has been saving all his pennies. He's been doing a fair bit of window shopping, and keeping us all informed of the kind of accommodation he's after. On Mike's considerable wage they all seem fine, although a bit too modern with flimsy walls. Perhaps he's better off building his own cardboard shelter instead of trying to buy old boxes from the trolley boy at Tesco?

Paul Davies
CONTRIBUTING EDITOR
CURRENT FAVES
- Winning Eleven 6: FE
- Boktai
- Pokémon Ruby

We had the health department in the other week and they passed everything... except Paul's large hair. It was a fire hazard or something; the static was way out of control. Solved the office problem with rats, paralysing them on the spot, but played havoc with the computers and light fittings. We're putting all our spare pennies in Jenny's Pokémon piggy bank to save for a crash helmet. It's too weird seeing Paul's face!

Jaime Smith
ART EDITOR
CURRENT FAVES
- Wario Ware
- Winning Eleven 6: FE
- Yoshi's Island

Last time we saw a mouth like Jaime's it was on a blue whale. No, no hang on... it was on a hyena! Yes, that's right. Oh... no, wait a mo' – it was on a chimpanzee, right? Blimey, yeah that's where we saw it! That mouth was massive! Hey... hey, no it wasn't! Last time we saw a mouth like Jaime's it was on that basking shark when we were all down in Plymouth. Big mouth that. Not as big as Jaime's though, blimey.

Jenny McComb
SENIOR DESIGNER
CURRENT FAVES
- Zelda: Wind Waker
- Wario Ware
- Pokémon Sapphire

Ever met a person who loves cute stuff so much, you almost expect their first kid to be a plush doll for ages 'three and up'? Our Jenny is that person on CVG. Jen's desk is festooned with funny little plastic animals that say muffled things if you prod their bellies or wiggle their tales. In fact, the only way we can get Jenny to do any work these days is by yanking on her ponytail. Whereupon she says, "Rrghight on ighht!"

You PSX-y Thing!

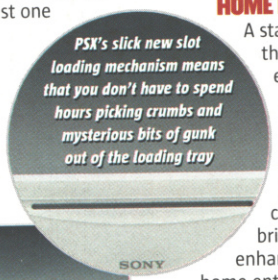
THE ULTIMATE CONSOLE

SONY REVEALS THE SUCCESSOR TO PS2... BUT IT'S NOT PS3!

FIRST LOOK!

Last month Sony triggered a tidal wave of excitement across the globe with the announcement of its forthcoming GBA destroyer, PSP.

Not satisfied with just one earth-shattering announcement in a month, Sony has now revealed a new home console called PSX, and we've got all the juicy info and images for you to drool over. It's much more than just a games machine and you're going to want one, baaaad.



PSX's slick new slot loading mechanism means that you don't have to spend hours picking crumbs and mysterious bits of gunk out of the loading tray

HOME IMPROVEMENT

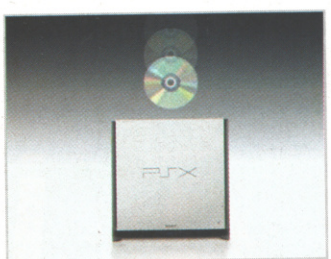
A standard PS2 lurks within the sleek ice-white exterior of the PSX – without any improvement to the actual gaming technology. Instead Sony has focused on cramming in loads of brilliant new features to enhance your gaming and home entertainment experiences.

Improvements that are sure to set gamers' hearts a-flutter are the 120GB hard drive, PSP compatibility and built-in modem. Plus you can wave goodbye to the clunky old 8MB memory card. PSX uses Sony's multimedia Memory Stick, some of which are capable of holding up to a gargantuan 1GB of data.

But what's ultra-exciting is the fact that the PSX has a built-in TV tuner and can record around 12 hours of footage onto the hard disc. You can save a TV show or compressed movie onto the Memory Stick and watch it on your PSP! Otherwise you can simply record your favourite programmes and films straight onto DVD using the in-built DVD burner.

Sony is planning to unleash its dream machine in Japan in March 2004, but the PSX isn't expected to hit Europe until spring 2005.

The ugly controller ports are hidden at the rear to preserve the console's stunning looks



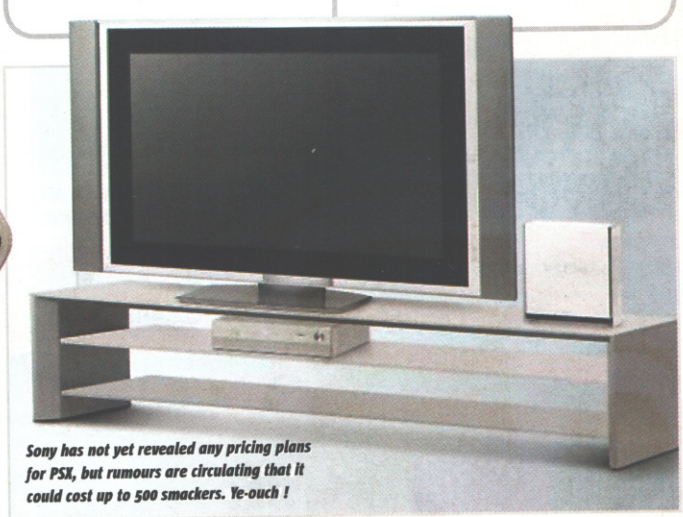
PSX could mark the beginning of the end for the humble VCR because you can record television shows onto the PSX's huge hard drive

Somehow Sony has managed to make the PSX even sexier than its little brother

Transfer data from PSX to PSP using Sony's multipurpose Memory Stick

10 REASONS WHY YOU NEED A PSX

- Giant 120GB hard drive
- Built-in TV tuner
- It can record TV and burn DVDs
- Multi-region DVD player
- Compatible with PSP
- It uses Sony's Memory Stick
- Stylish slot loading disc drive
- Includes internal modem and Ethernet support
- VGA output for super-crisp image
- Fully compatible with PlayStation 2 and PSone



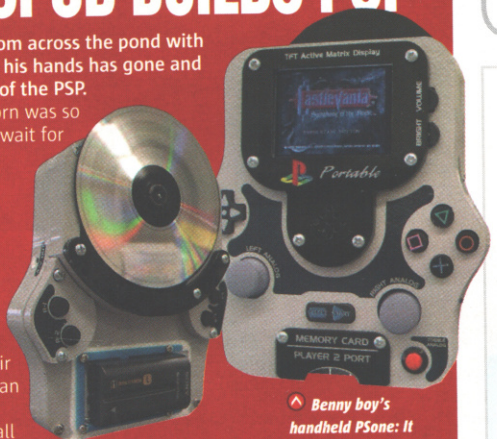
Sony has not yet revealed any pricing plans for PSX, but rumours are circulating that it could cost up to 500 smackers. Ye-ouch !

SUPER-SPOD BUILDS PSP

A rather clever geek from across the pond with way too much time on his hands has gone and made his own version of the PSP.

Benjamin Heckendorn was so frustrated at having to wait for the proper PSP that he gutted a PSone, reconstructing and transforming it into a backlit handheld machine. However, as you can probably tell from these pics, Ben isn't exactly a master of design. In fact it's fair to presume that the man might well be blind.

You can check out all his crazy consoles and see how he puts them together at www.classicgaming.com/vcsp.



Benny boy's handheld PSone: It has analog sticks, a memory card slot and everything

The game disc is a little vulnerable to the elements, but it's still a blinding effort

CHAT ATTACK

CVG MOST WANTED

1. WINNING ELEVEN 7 (PS2)
Mike: "Warming up to be one of the finest footie games ever and sure to boot FIFA 2004 into orbit. Ooo are ya! Ooo are ya!"
2. METAL GEAR SOLID 3: SNAKE EATER (PS2)
Alex: "Swing from trees, catch fish and go hunting. This is no Vice City. It's a sneaking mission. Jungle is massif!"
3. HALF-LIFE 2 (PC)
Pete: "The most inventive and immersive FPS of all time. No word of a lie. Plus it's all unscripted. Gimme, gimme, gimme!"
4. MARIO KART: DOUBLE DASH (GC)
Paul: "The N64 version lost its way. Now the series is back on track. Double Dash is the true sequel to the SNES classic."
5. POKÉMON COLOSSEUM (GC)
Lee: "All the greatest Pokémon have been glammed up for GameCube, and are here to fight it out in the ultimate showdown. I'm there."

READER'S MOST WANTED

David Folkhard once spent weeks trying to transform his goldfish into a tiny aquatic zombie. Sadly he lost a finger as a result.

1. RESIDENT EVIL OUTBREAK (PS2)
"Online and offline Resi on a single disc!"
2. ROGUE SQUADRON III: REBEL STRIKE (GC)
"The multiplayer co-op missions sound awesome."
3. PRINCE OF PERSIA (PS2)
"Looks like Ico, but with tons more action and traps."
4. BREAKDOWN (XBOX)
"A first-person beat 'em up! That's got to be class."
5. BOKTAI (GBA)
"The way that you need to use real sunlight sounds intriguing."

Send CVG a photo of yourself and list of five games you're most excited about playing, plus 10 words on each telling us why.
READER'S MOST WANTED, CVG, DENNIS PUBLISHING LTD., 30 CLEVELAND STREET, LONDON, W1T 4JD. EMAIL: MAILBAG.CVG@DENNIS.CO.UK (SUBJECT: READER'S MOST WANTED)

CVG'S TOP FIVE WARIO WARE MINI-GAMES

1. RAAAARRRRGGGHH
Scare all the little people off the screen.
2. SHAKE!
Shake the Collie's paw or she cries.
3. KITTY COVER
Keep the cat dry under the umbrella.
4. COCONUT CATAPULT
Drop a nut on the seesaw so the bear can grab fruit.
5. NIGHTTIME ALLERGIES
Quickly sniff up the long string of snot.

MULTI-FORMAT TOP SELLERS

GAME

1	Enter The Matrix	PS2, XB, PC, GC
2	The Sims: Superstar	PC
3	Def Jam Vendetta	PS2, GC
4	The Sims	PS2, GC, XB
5	Grand Theft Auto: Vice City	PS2
6	Tom Clancy's Splinter Cell	PC, PS2, XB, GC
7	RTCW: Operation Resurrection	PS2
8	Championship Manager 4	PC
9	Midnight Club II	PS2
10	FIFA 2003	PS2, XB, PC, PS

RELEASE DATES

PS2, XB, GC	SX SUPERSTAR	JULY 04
PS2	EYE TOY	JULY 04
PC	WARCRAFT III: THE FROZEN THRONE	JULY 04
PC	FLIGHT SIM 9	JULY 04
PC	HEALTH: THE UNCHOSEN PATH	JULY 04
GC	SPEED KINGS	JULY 04
GC	HUNTER: THE RECKONING	JULY 04
GBA	BUFFY THE VAMPIRE SLAYER: RETURN OF THE DARK KING	JULY 04
GBA	THE SIMPSONS ROAD RAGE	JULY 04
PC	CHARIOTS OF WAR	JULY 04
PC	HORNBY VIRTUAL RAILWAY II	JULY 04
GC	TOP ANGLER	JULY 11
PSONE	METAL SLUG X	JULY 11
PS2, XB	FUTURAMA	JULY 11
XB	ROBOCOP	JULY 11
PS2	RACING SIMULATION 3	JULY 11
PS2	RESIDENT EVIL DEAD AIM	JULY 11
GC	PIGLET'S BIG GAME	JULY 11
XB, PC	DRAGON'S LAIR 3D	JULY 18
PS2	TEKKEN 4 PLATINUM	JULY 18
PS2, GC	DEAD TO RIGHTS	JULY 18
PS2, GC	CHARLIE'S ANGELS	JULY 18
GBA	POKÉMON RUBY	JULY 25
GBA	POKÉMON SAPPHIRE	JULY 25
PC	NAPOLEON	JULY 25
PC	DARKENED SKYE	JULY 25
GBA	ROBOCOP	JULY 25
GBA	CRAZY TAXI	JULY 25
PC	HOMEWORLD 2	JULY 25
XB	ALIEN VS PREDATOR EXTINCTION	JULY 25
PC	AGE OF WONDERS: SHADOW MAGIC	JULY 25
GBA	ALTERED BEAST	JULY 25
PC	EURO MANAGER 03/04	JULY 25
GBA	SEGA SMASH PACK	AUGUST 01
PC	AMERICAN CONQUEST	AUGUST 01
GBA	RUGRATS GO WILD	AUGUST 01
PC	FIGHTER ACE	AUGUST 06
XB, GC, GBA	BARBARIAN	AUGUST 08
GBA	STUNTMAN	AUGUST 08
XB	DINOTOPIA	AUGUST 12
PC	FIRE POWER	AUGUST 12
PS2, XB	MACE GRIFFIN: BOUNTY HUNTER	AUGUST 15
PS2	INDIANA JONES AND THE EMPEROR'S TOMB	AUG 15
PS2, GC	GLADIOR: DEFENDERS OF THE OUTER DIMENSION	AUGUST 15
GBA	ROCK 'N' ROLL RACING	AUGUST 22
PS2, XB, GC	XGRA	AUGUST 22
GBA	TOP GUN COMBAT ZONE	AUGUST 22
XB, PC	PRO BEACH SOCCER	AUGUST 29
GC	P.N.03	AUGUST 29
XB	NEXT GENERATION TENNIS	AUGUST 29
GC	FUTURAMA	AUGUST 29
XB	THE GREAT ESCAPE	AUGUST 29
PC	TRON 2.0	AUGUST 29
PC	COUNTER-STRIKE: CONDITION ZERO	SEPT 01
PC	BROKEN SWORD: THE SLEEPING DRAGON	SEPT 01
GC, GBA	STARSKY & HUTCH	SEPTEMBER 05
PC	COLD ZERO: THE LAST STAND	SEPTEMBER 05
PS2	MERCEDES-BENZ WORLD RACING	SEPTEMBER 05
GC	DISNEY PARTY	SEPTEMBER 05
PS2, XB, GC	THE ITALIAN JOB	SEPTEMBER 05
PC	RUGBY 2004	SEPTEMBER 05
PC	RAVEN SHIELD: ATHENA SWORD	SEPTEMBER 05
PC	CROWN OF THE NORTH	SEPTEMBER 09
XB	OUTLAW VOLLEYBALL	SEPTEMBER 12
PS2, XB, PC	JUDGE DREDD VS JUDGE DEATH	SEPTEMBER 12
PS2	BREATH OF FIRE: DRAGON QUARTER	SEPTEMBER 12
GBA	POLLY POCKET	SEPTEMBER 12
PC	LORD OF THE REALM 3	SEPTEMBER 12
PC	CONCORDE	SEPTEMBER 12
PC	BRIEFING TIME	SEPTEMBER 12
PC	WILDLIFE PARK	SEPTEMBER 12
GC	CONAN	SEPTEMBER 15
XB	RUN LIKE HELL	SEPTEMBER 19
PS2, XB, GC	TRUE CRIME: STREETS OF LA	SEPTEMBER 19
GBA	GOLDEN SUN: THE LOST AGE	SEPTEMBER 19
XB	GHOST RECON: ISLAND THUNDER	SEPTEMBER 19
GBA	BUKKAZOOM	SEPTEMBER 19
GC	DINOTOPIA: THE SUNSTONE ODYSSEY	SEPTEMBER 19
PS2	CROUCHING TIGER HIDDEN DRAGON	SEPTEMBER 25
PC	ECHELON 2: IND WARRIORS	SEPTEMBER 26
XB	CURSE: THE EYE OF ISIS	SEPTEMBER 26
PS2, XB, GC, PC, GBA	THE HOBBIT	SEPTEMBER 26
XB	DISNEY'S HAUNTED MANSION	SEPTEMBER 26

RELEASE DATES SUBJECT TO CHANGE

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EXCLUSIVE INTERVIEW!

TAKING IT TO THE MAX

THIS MONTH CVG HOOKED UP WITH MARK AND SCOTT ROGERS, THE MAIN MEN BEHIND MAXIMO VS THE ARMY OF ZIN

CVG What did you think was most appealing about the original Ghouls 'N Ghosts and how are you including these ideas into the sequel?

■ **Mark:** *Super GnG was my favourite of the series – the level design was truly inspired. The humour was also a distinctive aspect of the original GnG and of the Maximo series. One latest example of this would be Maximo's boxers, which now have functionality! From the treasure-seeking vibrating boxers to the boxers of burning vigour, which endow Maximo with greater manly power!*

CVG Can you talk us through some of Maximo's new moves?

■ **Scott:** *Maximo can throw his shield and double slash, among other things, from the start. Some of the new moves allow Maximo to destroy enemies with more panache and brutality. I'm particularly fond of the 'Smack Up' which allows you to juggle enemies and '1000 Cuts', which is a devastating flurry!*

CVG What gameplay elements didn't you like about Maximo and what have you done to remedy these for the sequel?

■ **Scott:** *I think that players will appreciate not having to pay for saves and continues in Maximo Vs The Army Of Zin. We listened very carefully to what our fans liked and didn't like about the first game and made sure we addressed all their concerns.*

CVG Will the environments be bigger and free-roaming?

■ **Mark:** *In the world post-GTA3 I suppose it's really trendy to say, "Yes our game is free-roaming and you can steal cars too!" Maximo Vs The Army Of Zin does give the player a lot of opportunity to explore while allowing us to constantly present the player with new experiences and challenges.*

CVG What are the features that you are most proud of in the sequel?

■ **Scott:** *I'm really proud of the Innocents. In most platform games, the player is just looking out for himself. Maximo is given the choice to be more heroic and put himself in harm's way to protect these victims. If he rescues them, they provide all sorts of rewards!*

CVG Do you think the first Maximo outing was too hard?

■ **Scott:** *I think Maximo: Ghost To Glory was challenging, but not unfair. In Maximo: Ghost To Glory, probably the number one thing that killed players was falling to death. Well, in the sequel Maximo can ledge-grab by sticking his sword into a cliff edge, preventing him from plummeting to an early death! Now you can still make that jump if you are skilful, but if you are still learning your skills, you are not punished with immediate death.*

CVG The Grim Reaper has a more significant role in the sequel. Can you let us in on what we can expect from him and how he'll feature in the game?

■ **Scott:** *I refer to Grim's role in Maximo Vs The Army Of Zin as a 'playable smart bomb'. He is used primarily to lay some smackdown on the enemies when things get tough.*

■ **Mark:** *How could we resist playing as Grim in the sequel? The image of him floating about scything everything was just too appealing.*

CVG What is your favourite action-adventure/platform game, and what is it about that game that does it for you?

■ **Mark:** *Metal Slug 1, 2 & X. Just a great 2D platform shooter by SNK. The art and imagination are just great and furious never-ending action.*

■ **Scott:** *Probably one of my all-time favourite action/platform games is Gunstar Heroes by Treasure for the Sega Genesis. The action is so furious, the characters are very appealing and the game has a great sense of humour.*

GOTTA WIN 'EM ALL!

POKÉMON EXCLUSIVE COMPETITION

Nintendo recently gave CVG permission to raid its Pokémon vault, and we managed to rush around and grab some awesome prizes before we got booted out for attempting to steal a 50-foot Pikachu.

We made off with 25 goodies, including a GBA, two copies of Pokémon Ruby, a copy of Pokémon Sapphire and tons of exclusive Pokémon collectables such as GBA games holders, rare badges, GBA protective cases and more. Instead of giving it all to a small handful of lucky punters, CVG is going to pick 25 names out of a hat and each winner will get a Poké-prize. Just answer this question:

What is the new Pokémon world called?

■ A. ..... Hoenn
■ B. ..... Johto
■ C. ..... Kanto
■ D. ..... Punto

Send your answers on a postcard to: GOTTA WIN 'EM ALL, CVG, 30 Cleveland Street, London, W1T 4JD (deadline for entries is 30 July 2003).

SAMUS OLD STORY

GBA is often slated for its lazy remakes of old first-party Nintendo games.

But does the big N take note of these valid gripes? Does it 'eck! Word on the gaming grapevine is that the 'new' Metroid game for GBA is a remake of the original NES title.

Okay, so it will probably still be great, but that's not the point. We want, no, we *demand* fresh, quirky and original experiences from Nintendo. That's what we buy its funny-looking machines for. We know the magic hasn't gone – just look at Wario Ware.

DRAGON BALL Z TAIKETSU

FIRST DETAILS

GBA is to be treated to its third dose of Dragon Ball Z action this November.

Dragon Ball Z: Taiketsu is an all-new 2D brawler that sees you going head to head with the likes of Gohan, Goku, Piccolo and Buu. All the fierce cartoon fighting erupts in famous hotspots including Orange Star City and Master Roshi's Island.

You'll be able to link up GBAs and kick the crap out of your mates in the two-player game. But up to four fighters can duke it out on screen at once if you don't mind sharing the arena with a couple of dopey but deadly AI characters.

Pop into Planet CVG next month to see the first shots of Taiketsu in full flow.

GBA SUPERCHIP

It is rumoured that Nintendo is currently developing a mega-powerful new FX chip for GBA to seriously pump up the console's 3D graphics capabilities.

But can this keep GBA at the top of the handheld food chain with PSP storming over the horizon? Not blimmin' likely.

Konami has pretty much cornered the dancing game market, but Big Ben is hoping to steal the dance floor with its funky new mover.

The problem with Konami's titles is that the tunes quickly become dated and not everyone likes the music. But Big Ben's game hopes to remedy that problem. It enables you to 'plug in' albums and groove to any track you want. Plus it's got a karaoke feature! Dance: UK will be moonwalking onto PS2 and PSone this September.

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STOP PRESS CAPCOM IS HOLDING A SPECIAL STREET FIGHTER EVENT IN JAPAN TO CELEBRATE THE SERIES' 15TH ANNIVERSARY. CHECK INTO ACCORDING TO A RELIABLE JAPANESE SOURCE, SONY HAD ORIGINALLY INTENDED TO RELEASE PSP BACK IN 2001 ● NINTENDO

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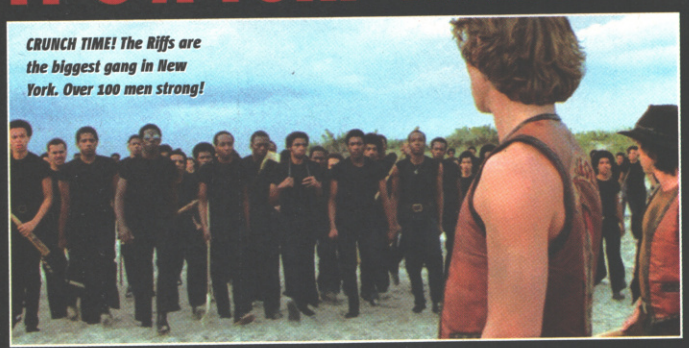
IT'S A TURF WAR AND EVERYONE'S INVITED


CRUNCH TIME! The Riffs are the biggest gang in New York. Over 100 men strong!

You've probably never heard of The Warriors before, never mind seen it. Shot way back in 1979 it's a cult movie about gangs tussling for control of the mean streets of New York, and Rockstar has bought the rights to turn the film into a game.

It might seem like a bit of an odd picture to adapt for home console, but CVG is convinced that Rockstar is onto a winner. Remember that these guys brought us GTA: Vice City, and could easily modify the GTA game engine to host a massive free-roaming title where gangs fight to defend and conquer new territories.

LOOKING GOOD, FEELING MEAN

"What's so special about The Warriors?" we hear you holler. Simple. It's super-stylish and the gangs are awesome. Like GTA it's got a brilliantly distinctive look and the soundtrack is amazing. But unlike most movies about gangs, where one faction wears a blue bandana and the other wears red, each gang in The Warriors is strikingly recognisable from its funky pantomime outfits.

The Baseball Furies gang all wear New York Yankee baseball shirts, but paint their faces with intimidating designs to make themselves look like crazy clowns. And then there's the Savage Huns who wear tatty green overalls and elfin pointy hats, while The Boppers resemble a troop of pimps in their funky purple waistcoats and jaunty headwear.

RUMBLE IN THE BRONX

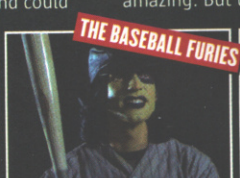
Rockstar has tons of amazing material to muck about with. It's easy to imagine how amazing this game could look, and the gameplay could be every bit as exciting and innovative as Vice City. Especially if it goes online!

Just think, you could join a gang forced to defend its neighbourhood by any means necessary, while other objectives might be to get a few of your gang members across town to capture another area, fighting all the other gangs on the way. And if The Warriors uses a modified Vice City engine, you're bound to be able to hijack vehicles and equip yourselves with loads of mental weapons.

If you hadn't guessed, CVG's a wee bit excited about this one. Let's just pray that Rockstar doesn't use State Of Emergency as the blueprint for what has the potential to become a hit of Vice City proportions.

Check into Planet CVG over the coming months for the scoop on what systems The Warriors will be appearing on, release dates, first screenshots, and any new details.

THE WARRIORS


THE BASEBALL FURIES

THE PUNKS

THE RIFFS

THE ORPHANS

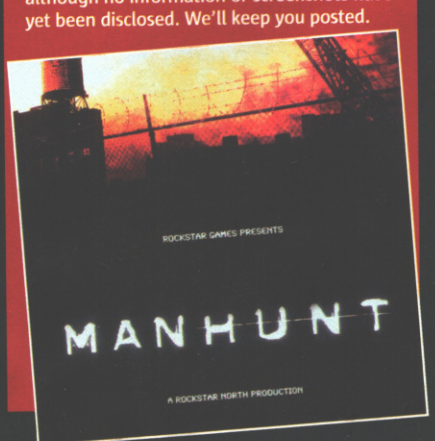
THE ROGUES

THE LIZZIES

TURNBULL ACs

MAN ALIVE... OR DEAD

Rockstar North has also revealed that it is working on a game called Manhunt, although no information or screenshots have yet been disclosed. We'll keep you posted.



NOTHING ELSE MATTERS

Vivendi has bought the licence to make a videogame based on wrinkly old rock group Metallica.

Is it a rhythm action game? No! Vivendi has decided to make it a third-person vehicle-based combat game. Makes sense?! It's coming out in 2005. Can't wait.

THE CRYING GAME

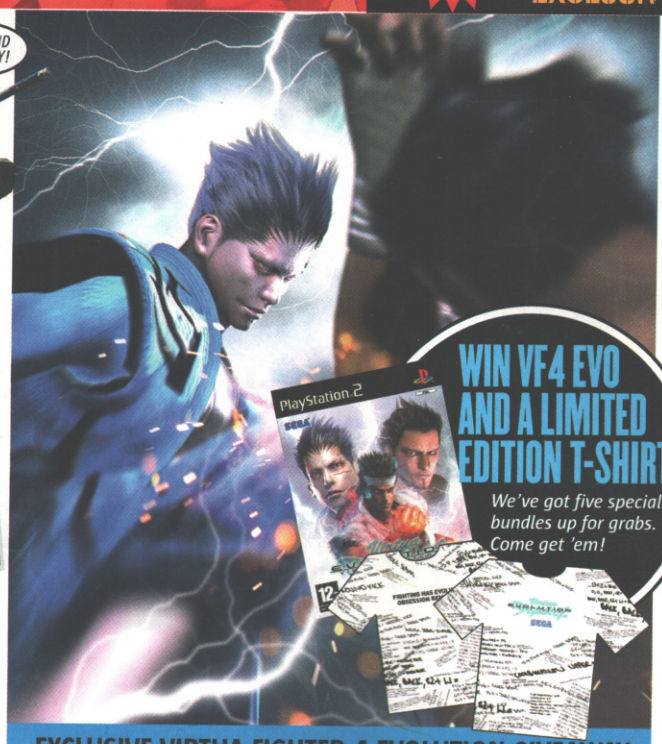
Devil May Cry is being given the Hollywood treatment. No famous names have been linked with the project, but what we do know is that it'll hit cinemas in 2005.

The downside is it's only been granted a $40m budget, which is chicken feed nowadays and means that the studio might only be able to afford Les Dennis to play Dante. Oh.

SIZE IS EVERYTHING

Finally the wait is over. No longer do you have to suffer the misery of playing PS2 on a big crisp telly.

Now you'll be able to play it on a 2.5-inch screen attached to a third party INTEC controller for a meagre £99.99. *And* it comes in a special aluminium box. We like!



WIN VF4 EVO AND A LIMITED EDITION T-SHIRT

We've got five special bundles up for grabs. Come get 'em!

EXCLUSIVE VIRTUA FIGHTER 4 EVOLUTION GIVEAWAY

PRIZE FIGHTING

CVG and Sega have teamed up to bring you the opportunity to bag a copy of the ultimate PS2 brawler and a rare Virtua Fighter 4 Evolution T-shirt.

If you caught CVG's review of VF4 Evo last month you'll know that we're not messing when we say that this sequel is probably the best fighting game on any console to date. Even more reason to be pleased that we have five copies to give away.

Only a small batch of exclusive T-shirts are in existence, but CVG has bagged five. So if you want to get your hands on both prizes use your brain instead of your brawn and answer this question:

What is Goh's last name?

■ A. Origami ■ B. Hinogami ■ C. Basmati ■ D. Smith

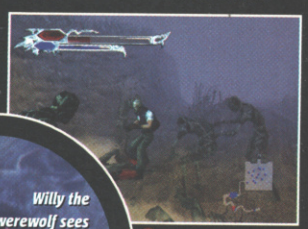
Send your answers on a postcard to: VF4 Evo Compo, CVG, 30 Cleveland Street, London W1T 4JD (deadline for entries is 30 July 2003)

UNLEASH THE BEAST

Sega recently revealed that it's working on a 3D remake of the Mega Drive classic 2D side-scrolling action-adventure Altered Beast. It's being developed exclusively for PS2 and will debut in Europe in 2004.

It promises to be an explosive action thriller: think Resident Evil meets Devil May Cry. The main character can morph into eight mythical creatures, including a werewolf and dragon, and you have to use your supernatural abilities to tear through armies of ugly freaks.

This is what happens when you eat too many green M&Ms. Let that be a lesson



You have to build up the special morph gauge in human form

Transform into a giant Minotaur and breathe fire over the evil ones

Willy the werewolf sees how many matchsticks he can fit in his gob

Is that a Chinese temple in the background? Could be some Triad killing

1 *Take on the most dangerous assassins around, originating from all across the globe, in the online multiplayer games*

2 *Silent but violent. Sam slips on his famous night goggles and goes on the prowl*

PLAY IT AGAIN SAM

Shadow-dweller Sam Fisher is slipping back into his famous black jumpsuit for Splinter Cell: Pandora Tomorrow. The sequel to the original smash hit is expected to hit all formats in the spring of 2004.

The forthcoming espionage escapade from Ubi Soft will see Sam thrown into an all-new single-player sneak-a-thon. But what's most exciting about this scrumptious-looking sequel is the news that the game will feature online multiplayer missions.

Although no specifics have yet been revealed, this suggests that you could be able to play as characters other than Mr Fisher. Perhaps one player takes control of Sam, while others take on the terrorist roles in a deadly game of hide 'n' sneak. It's more than likely that there will be some co-op and team-based action to sink your teeth into, too. More soon.

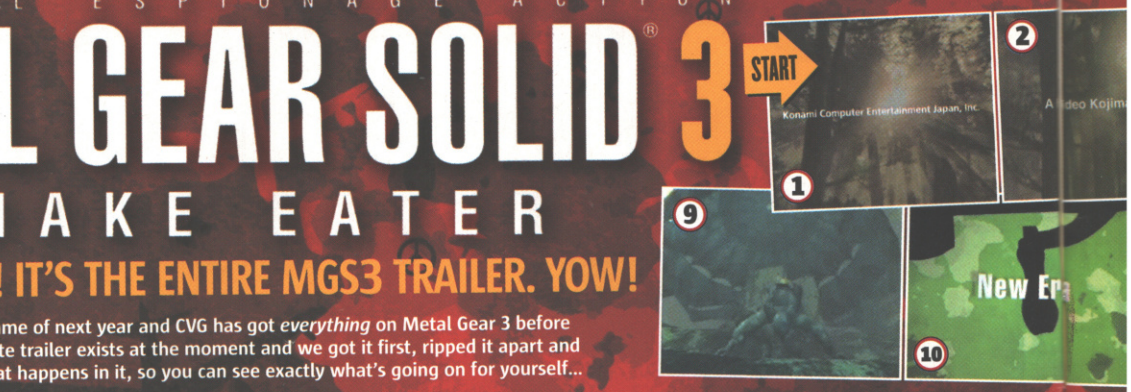
TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID® 3

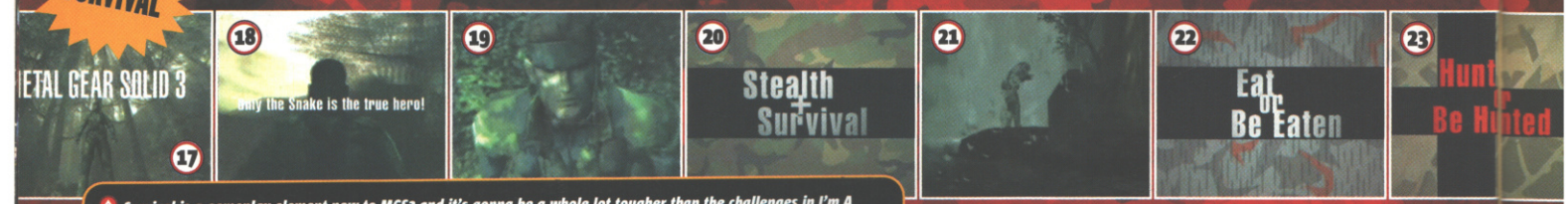
SNAKE EATER

100 NEW PICS! IT'S THE ENTIRE MGS3 TRAILER. YOW!

It's going to be the biggest game of next year and CVG has got *everything* on Metal Gear 3 before anyone else. Only an 11-minute trailer exists at the moment and we got it first, ripped it apart and took screens of everything that happens in it, so you can see exactly what's going on for yourself...

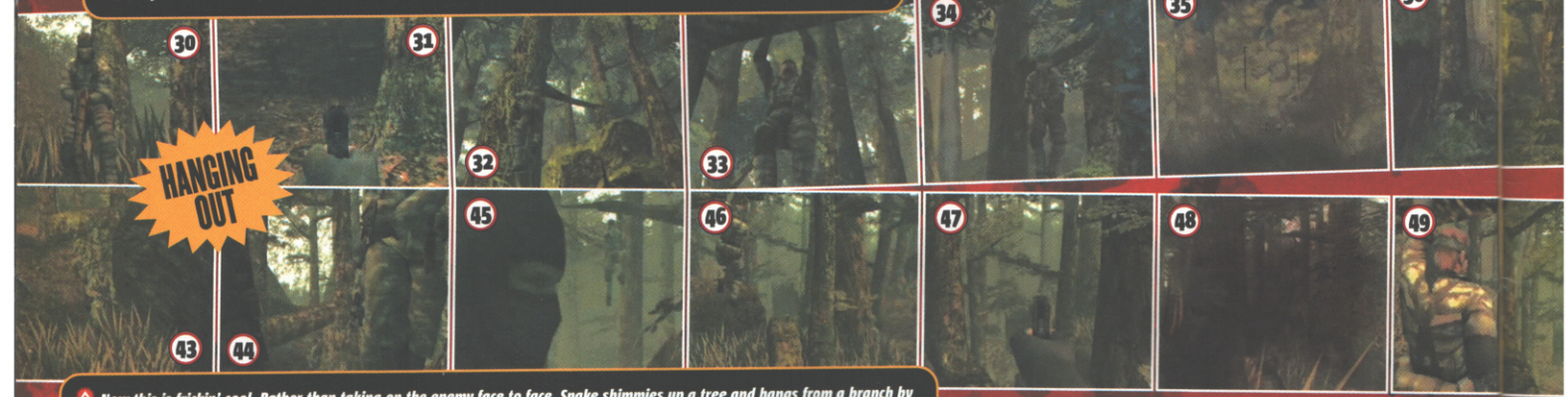


SURVIVAL



Survival is a gameplay element new to MGS3 and it's gonna be a whole lot tougher than the challenges in I'm A Celebrity... Get Me Out Of Here! You have to eat snakes and fish to keep hunger at bay, as well as dodge enemy bullets

HANGING OUT



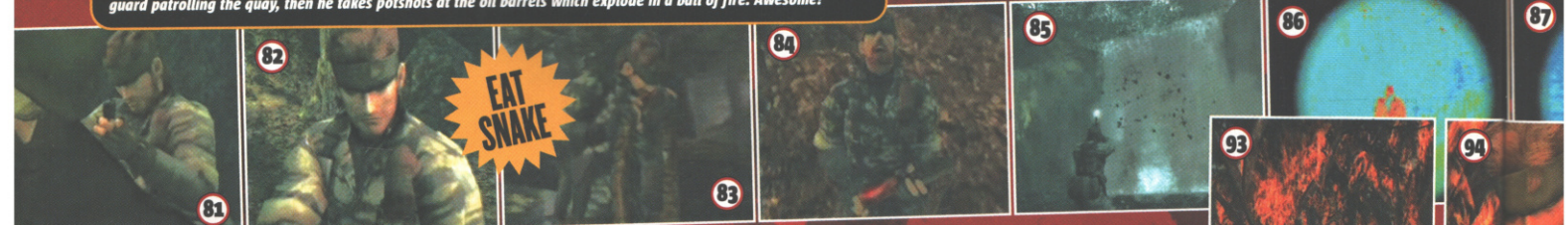
Now this is frickin' cool. Rather than taking on the enemy face to face, Snake shimmies up a tree and hangs from a branch by one hand. Holding his Socom in the other, he picks off the armed patrol as they walk underneath. You gotta be impressed by that

AMBUSH

Chuck in a smoke grenade then switch to infrared to take out the stunned enemy guards

Snake swims up to the enemy encampment undetected and waits for the right moment to attack. First he plugs the guard patrolling the quay, then he takes potshots at the oil barrels which explode in a ball of fire. Awesome!

EAT SNAKE



When it's the only thing around that's edible, sure you're gonna lap up some raw reptile. Some are poisonous which affect your health, others make you stronger. Better learn fast

INCOMING!
Kojima Game
3
4
5
Tactical Espionage Action
6
7
8
New Setting
Snake hurls himself from a plane and skydives down towards the drop zone, parachuting through the tree tops. New setting? You bet. Welcome to the jungle, Snake
11
New Gameplay
12
13
Back to the origin!
14
15
16
ted
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29
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SNEAK
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42
MGS3 takes stealth to the next level. The forest provides perfect cover for Snake, as he crawls through long grass and under rotting logs to avoid detection. Watch out for footprints left behind in the mud, though - they're a dead giveaway
50
51
52
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64
65
Survival of the Snakest!
66
67
68
Snake creeps up behind an enemy troop as he fixes his motorbike. "Another Grand Theft Auto!?", he exclaims. Nah mate, this is much cooler than any game of cops 'n' robbers
75
Hideo Kojima
76
77
Freeze!
GTA!?
78
79
Another grand theft auto!?
80
This is no vice city...
87
88
DIVE
89
90
91
92
95
2004?!
METAL GEAR SOLID 3
SNAKE EATER
96
97
The year 2004...
98
99
BEES!
100
2004? That's AGES away. Best stay tuned to CVG for constant updates then, eh?

SPYHUNTER 2

CVG had a secret rendez-vous with the team working on SpyHunter 2 to uncover all the latest goss. Find out what's going on behind the scenes in the run-up to the game's October release.

EXCLUSIVE INTERVIEW & SHOTS

CVG What kinds of action scenarios can we expect to be thrown into this time?

■ **SPY TEAM:** *We're going bigger and badder this time around. You'll be battling Nostra on the streets of New Orleans, in marshes on the bayou, through the jungle areas of Asia, in huge underground caverns, in a large Russian city and in the mountains of Switzerland. The environments are much larger this time, offering much more freedom of movement and choice in terms of what targets you take out and when.*

CVG Tell us about some of the new weapons, car morphs and abilities that you're excited about.

■ **SPY TEAM:** *The new G-8155 Interceptor is equipped as well as all the standard weapons of the original, plus new lasers, mini-gun, non-guided rockets and land mines. Additionally, each weapon can be upgraded as you progress through the game. We've also added the ability to choose which weapons you take with you prior to your mission. In terms of morphs, the new Interceptor can transform into a snowmobile, off-road vehicle and off-road escape cycle, boat and jet ski.*

CVG The levels are now more interactive. How have you gone about making your actions affect your surroundings?

■ **SPY TEAM:** *Some of your goals in each level can be achieved by using the environment. Shoot down cargo crates in the shipyard to destroy the water mines, destroy the fuel depot to create an exit ramp, take out the struts that hold the bridge up to overtake an enemy. There are a lot of cool moments like these.*

CVG How does the whole random environment thing work?

■ **SPY TEAM:** *For boss battles, we have what we call the endless highway. We're able to stream large pieces of terrain that all fit together randomly to create an endless track that is different every time. While this wouldn't work well for racing games where you have to learn all the turns and shortcuts, for our game it's perfect because the player's focus is always on the enemy not the track design.*

CVG Was there anything that really bugged you about the last game and if so how have you modified it for the sequel?

■ **SPY TEAM:** *The biggest thing was we felt the game was too short and a little too linear. We've made the levels much larger and there's much more to do in terms of objectives. We've broken the action up with arena areas where you'll need to complete a number of objectives before moving on. There is also a lot of improvement in the vehicle physics and collisions, which make for better vehicle-to-vehicle combat.*

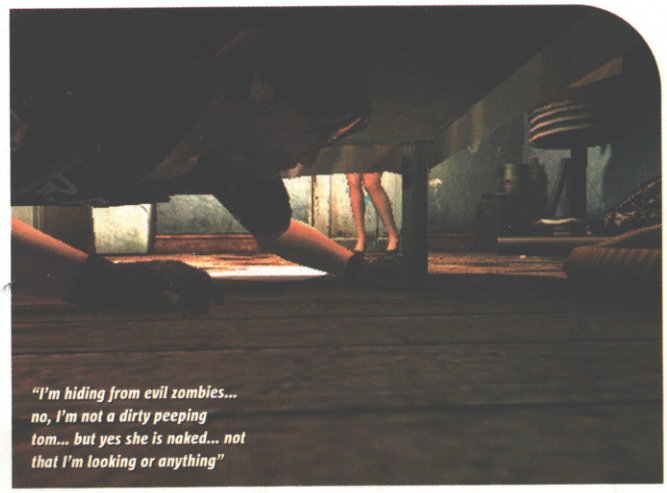
NEVER BEFORE SEEN SHOTS

Line yourself up and slip into the back of the truck to repair your car

The environments are better-looking and more destructible

Your flashy motor now comes equipped with a roof-mounted machine gun

The action set-pieces are promising to be even more explosive second time round



"I'm hiding from evil zombies... no, I'm not a dirty peeping tom... but yes she is naked... not that I'm looking or anything"

HIDE 'N' FREAK

NOWHERE TO RUN, NOWHERE TO HIDE... EXCEPT UNDER THE BED

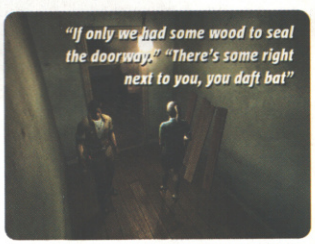
You know how pulling your duvet over your head makes you invulnerable to monsters? Well, clearly the folk in Resident Evil Outbreak don't. Instead they hide under beds for safety, because, as everyone knows, Zombies can't bend at the hip.

Whether you'll be able to hide in and under all objects in the game has not yet been confirmed. Let's hope you can, because that'll give the online adventure a pinch of Metal Gear-style action and seriously pump up the thrill factor.

Resi Outbreak bursts onto PS2 next summer.

BLOCKED PASSAGE

A new gameplay feature in Resi Outbreak enables you to block doorways with planks of wood to keep enemies at bay. But you'll have to find a nail gun first!



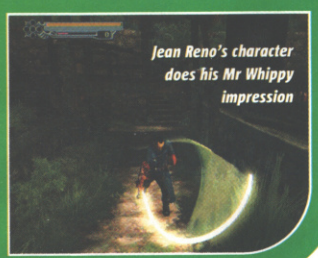
"If only we had some wood to seal the doorway." "There's some right next to you, you daft bat"

Clearly she's a keen fan of Changing Rooms

MAY THE FRENCH BE WITH YOU

Capcom has revealed a new image from Onimusha 3 showing Samanosuke's new French chum wielding what appears to be a massive bendy lightsaber.

This new weapon is most likely a big electric whip, but CVG is praying it's a giant lightsaber because that would be fully awesome. Either way, that sukka's gonna do some proper damage.

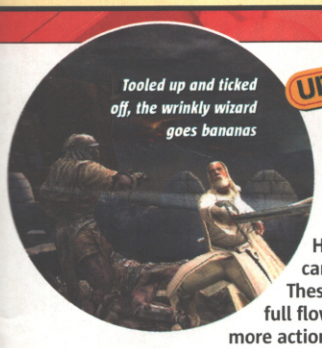


Jean Reno's character does his Mr Whippy impression

SAYS STEEF IS PART GORILLA, PART LION AND PART HORSE
EUROMIX AND THE OFFICIAL DANCE MAT FOR ONLY £35

FIND OUT WHO'S THE BEST OF THE BEST

Yu-Gi-Oh!
ATTEND THE ULTIMATE SHOWDOWN!



Tooled up and ticked off, the wrinkly wizard goes bananas

UPDATE

GO GANDALF! GO GANDALF!

He might be over 2000 years old but Gandalf can still bust heads like there's no tomorrow. These startling screenshots show the old fella in full flow, and are proof that there's going to be heaps more action in LOTR: Return Of The King than ever before.

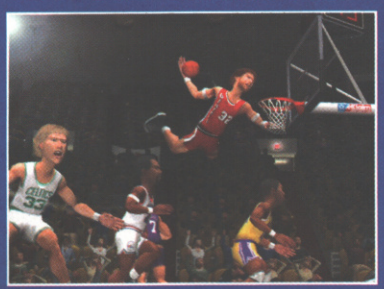
Add to this the new co-op adventure, improved combat system and buffed-up visuals and you have a recipe for what should be the tastiest Rings game to date.

LOTR: Return Of The King is out this autumn on all formats. We'll be bringing you a hands-on playtest here in CVG very soon.

NEW ASS-KICKING SHOTS!

Orcing hell! The G-man gets his big stick out and beats off hundreds of butt-ugly Uruk-Hai

WE'RE JAMMIN'



Don't you just hate it when famous sports people get all big-headed? Boom boom!

That's some height he's got going on there - impressive

Flamboyant b-baller NBA Jam 2004 is slam-dunking onto PS2, Xbox and Cube this November.

Over 300 players are stepping up to the D this time round, including all the biggest legends from the past 50 years.

YOU'VE BEEN TANGOED!

Tango is teaming up with Sony to offer you the chance of becoming immortalised as a videogame character in a PS2 game.

Every Tango product on the shelves throughout July and August will have a unique code printed on it. Log onto www.tango.tv/gameon, type in the code from your bottle or can, play a short online game and then register your high score. The person with the highest score by December 31 wins. The finished PS2 game will hit UK stores in 2004.

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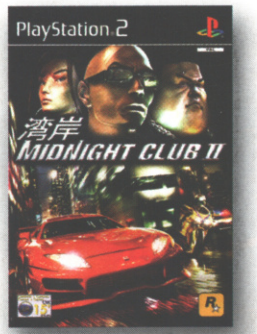

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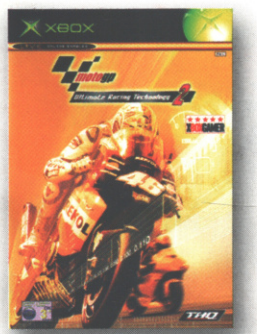

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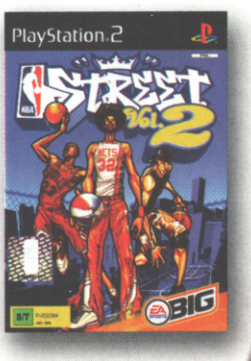

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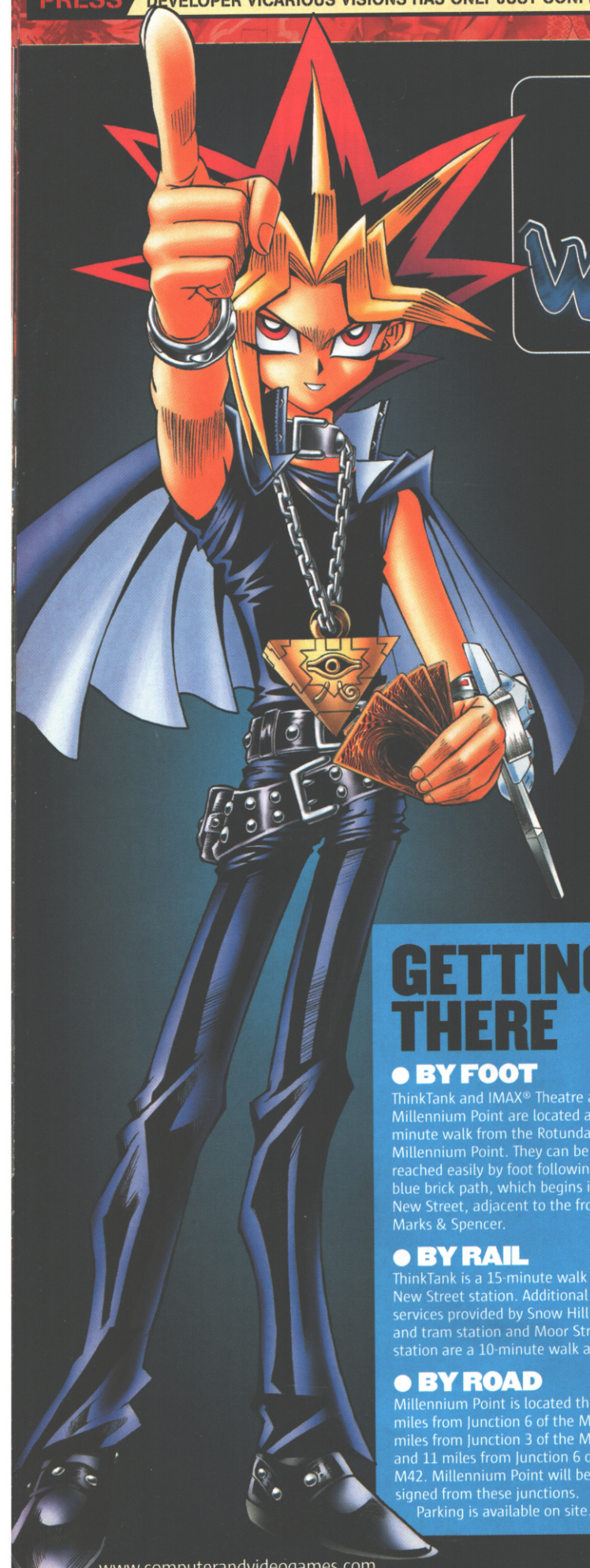
STOP PRESS MICROSOFT HAS FLATLY DENIED ALL THE RUMOURS THAT IT WAS PLANNING TO BUY JAPANESE PUBLISHING GOLIATH SEGA

DEVELOPER VICARIOUS VISIONS HAS ONLY JUST CONFIRMED THAT JET SET RADIO FOR GBA WILL BE RELEASED IN EUROPE



Yu-Gi-Oh! Worldwide Edition
Stairway to the Destined Duel

CHECK OUT THE CARD MASTERS

UK YU-GI-OH! CHAMPIONSHIP

SEE THE FINALS OF CVG AND KONAMI'S SEARCH FOR A UK KING OF GAMES

- WHEN: Saturday 5 July
- WHERE: ThinkTank (Interactive Science Museum), Millennium Point, Birmingham

If you woke up this morning thinking Yu-Gi-Oh! is your current Greatest Thing Ever, there's only one place you should be on July 5: the UK Yu-Gi-Oh! Championship in Birmingham, Eng-er-land.

Over 400 contestants are already signed up to compete for a place in the World Championship in New York, US of A. Although no more people can enter, this doesn't prevent you from getting down there and maybe learning a few things from the would-be champs.

IMMORTAL DUELLIST SOULS

Tournaments will be held on both the Trading Card game, and the Yu-Gi-Oh! Worldwide Edition GameBoy Advance game. Qualifying rounds start at 10am, but the finals are not until 3pm. It's up to you how much Yu-Gi-Oh!-observing you can handle in one day, but if you need a break there's always the ThinkTank museum to take in.

Whatever you decide to do, the entry costs are £6.95 for adults, and £4.95 for folks up to the age of 15. If you want to know the kind of thing that's on display, and full details of prices, including Family concessions, check out the ThinkTank website at www.thinktank.ac.

GETTING THERE

● BY FOOT

ThinkTank and IMAX® Theatre at Millennium Point are located a 10-minute walk from the Rotunda. Millennium Point. They can be reached easily by foot following the blue brick path, which begins in New Street, adjacent to the front of Marks & Spencer.

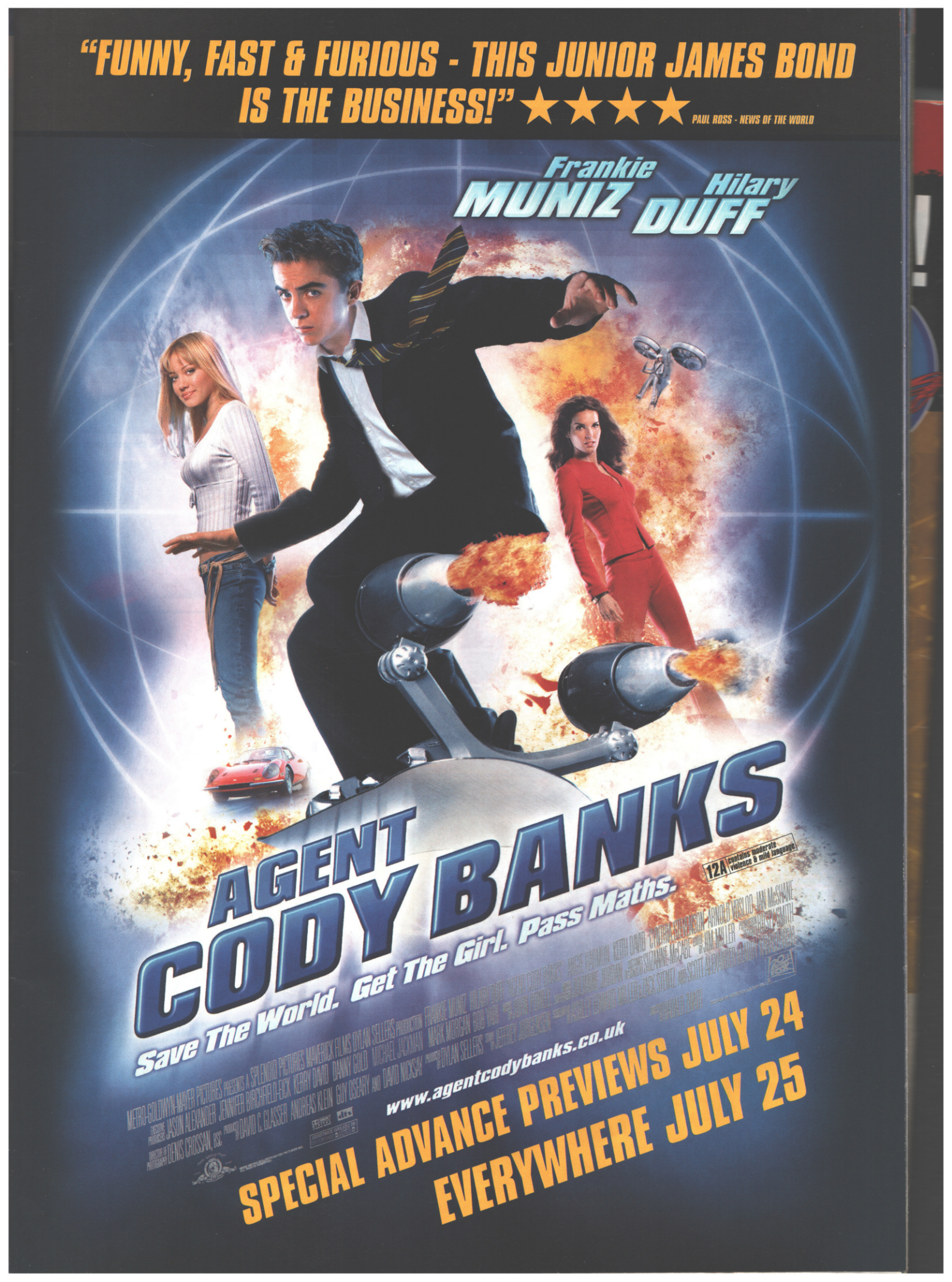
● BY RAIL

ThinkTank is a 15-minute walk from New Street station. Additional local services provided by Snow Hill Train and tram station and Moor Street station are a 10-minute walk away.

● BY ROAD

Millennium Point is located three miles from Junction 6 of the M6, 9 miles from Junction 3 of the M5 and 11 miles from Junction 6 of the M42. Millennium Point will be signed from these junctions.

Parking is available on site.


"FUNNY, FAST & FURIOUS - THIS JUNIOR JAMES BOND IS THE BUSINESS!" ★★★★
PAUL ROSS - NEWS OF THE WORLD
Frankie MUNIZ
Hilary DUFF
AGENT CODY BANKS
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EVERYWHERE JULY 25

STOP PRESS

- THE FIRST 10,000 PEOPLE TO PRE-ORDER THE PSO III IN JAPAN BEFORE JULY 24 WILL GET A FREE TRIAL VERSION
- GOOD NEWS FOR RPG FANS AS HEAVYWEIGHT PUBLISHER SQUARE ENIX IS EXPANDING ITS ONLINE GAMES DIVISION

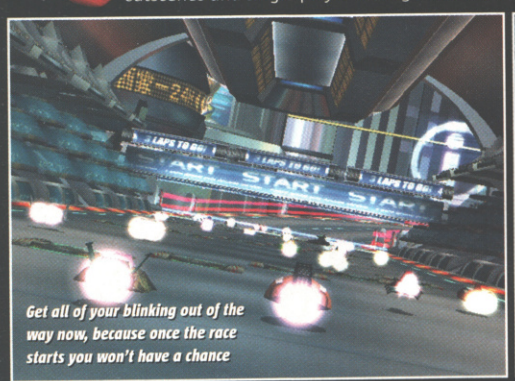
PICTURE UPDATE

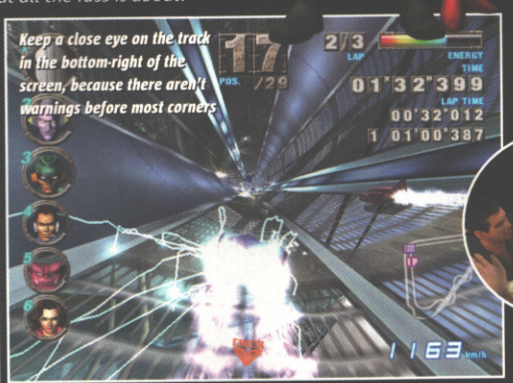
F-ZERO GX

COUNTDOWN TO BLAST OFF

Only 54 days until F-Zero GX hovers into Japanese stores on August 25. And 89 days until the game goes on sale in the UK.

Not that we're counting or anything... okay, so what if we are. Can you blame us? Just cop a load of all these new brain-boiling multiplayer shots, cutscenes and single-player carnage to see what all the fuss is about.





THE ONLINE TRAP

FIFA's in-game action has never been nearly as polished as Pro Evo's. However FIFA 2004 is hoping to give its arch-enemy a sharp kick in the Crown Jewels with its online features.

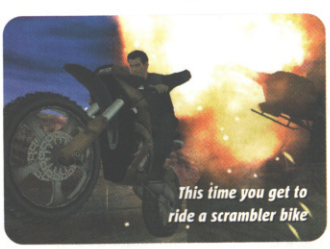
Yes, Pro Evo 3 will have downloadable content, but EA's latest footie-fest offers full online play. Be sure to catch CVG's full in-depth report in next month's issue.

Test your skills on the global stage

LET'S BOND

The smoothest spy ever to set foot on a console returns. James Bond 007: Everything Or Nothing is headed for PS2, Xbox, GC and GBA this autumn.

The new stunt-packed action adventure is now played totally from a third-person viewpoint. JB is equipped with stacks of new skills, like the ability to pick up and use random objects as lethal weapons. New co-op missions and four-player multiplayer modes also make an appearance.



SSX 3

SCREENS AS FRESH AS NEWLY FALLEN SNOW

Go off-piste in search of danger... wheeeee!

The mountain is truly humungous in size

Viggo, Griff, Nate and Allegra join the line-up

We GOT OUR DOG FROM BATTERSEA DOG'S HOME IN 1982. HE WAS A MONGREL BUT WHAT HE WAS A CROSS BETWEEN WAS ANYONE'S GUESS.

I CALLED HIM SID BECAUSE I WAS A BIG SEX PISTOLS FAN AT THE TIME. THE PEOPLE AT THE HOME ADVISED US TO HAVE HIM 'DOCTORED' BUT I THOUGHT IT WAS CRUEL TO ROB HIM OF HIS FAMILY JEWELS.

THAT NIGHT, SID CHEWED MY REEBOKS. AND THAT KIND OF SEALED HIS FATE REALLY. I DON'T KNOW IF HE EVER FORGAVE ME. BUT THE FEELING WAS ENTIRELY MUTUAL.

ReeBOk GOLd medallist

A style available for the first time since the early 80's.

Call 0800 305 050 for stockists.

● NINTENDO IS SET TO RELEASE A NEW FLAME-RED GBA SP IN THE STATES ON SEPTEMBER 8

WANT TO BE ON TV? THEN GET EYE TOY

EYE TOY AHOY!

It was on Big Brother and it's the next big thing. Find out why!

SEE CVG'S PAUL DANCING LIKE A LADY

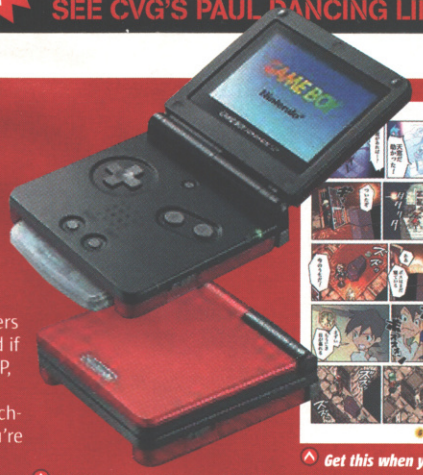
SIX FEET UNDER

LAY YOUR GBA TO REST

No, Nintendo's handheld hasn't died. Konami is giving away a limited edition carry case shaped like a coffin to anyone who pre-orders a Japanese copy of its forthcoming sun-sensitive vamp-zapping game, Boktai.

The kooky casket is a perfect accessory for gothic gamers everywhere, and can hold either the old-style GBA or the smaller SP. But you have to pre-order your copy prior to its release in Japan on July 17 to be eligible for the creepy freebie.

As well as the coffin, eager beavers will get a special edition comic. And if you haven't yet invested in a GBA SP, Konami is going to the effort of releasing a unique blood-red and pitch-black Boktai-themed GBA SP too. If you're interested, www.lik-sang.com is selling the console, game and coffin case for £140.



It's the Marilyn Manson of GBA SPs

Get this when you pre-order Boktai from Japan. It's a bit nifty

Buffy the Vampire Slayer CHAOS BLEEDS

HER TV DAYS MIGHT BE DEAD, BUT HER GAMING CAREER LIVES ON

Buffy's return will now see Sunnydale's sweetie pie jamming stakes into the hearts of vampires on PS2, Xbox and GameCube.

Formerly exclusive to Xbox, the new adventure is now being published by Vivendi and will be developed by Eurocom, meaning that this all-new Buffy experience will play differently to last year's offering from Electronic Arts.

So will the combat and overall gameplay be better? It's impossible to say until we get hands-on. But BTVS: Chaos Bleeds boasts a host of new features that are sure to get fans all worked up, including extensive multiplayer games such as Domination and Bunny Catcher! Vivendi hasn't divulged any details of these modes, but we sure as hell like the sound of them.

There'll be more on Buffy next month in the run-up to the game's multi-format release this autumn.

You get to fight as other characters from the Buffy universe

A new team is developing it, but the visuals look identical to the last game

FINAL FANTASY CRYSTAL CHRONICLES

DELAYED

It's the most hotly anticipated role-player for GameCube. FF: Crystal Chronicles is sure to be one of the finest GC/GBA link-up titles to grace Nintendo's next-gen handbag, but we're going to have to wait a little longer before we can get our elfish mitts on it.

Square Enix has just announced that the game will now be launched in Japan on August 8 instead of July 18. The reason for the delay is simple. The game's not ready yet. This is guaranteed to have a knock-on effect with regards to the game's UK release, although Nintendo UK is keeping schtum. Our guess is that it won't hit Europe till January 2004. Stay tuned for any new developments next month.

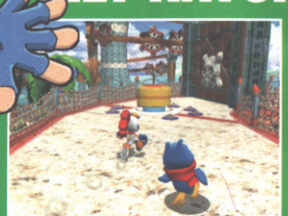
FOOTIE PHONE

This month CVG stumbled across probably the best football game available on a mobile phone.

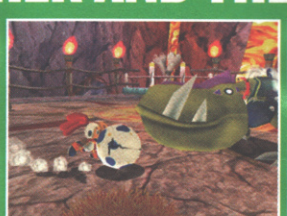
Total Soccer can only be played on an Orange Smartphone, priced at £69.99. And the game itself costs around £8.99. But if you sign up for a Talk Time 200 contract you get the phone for free.

BILLY HATCHER AND THE GIANT EGG

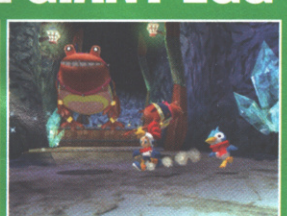
SEGA LAYS A NEW BATCH OF SCREENS



Sonic Team is making it, so it's bound to be brilliant. How could it not be?



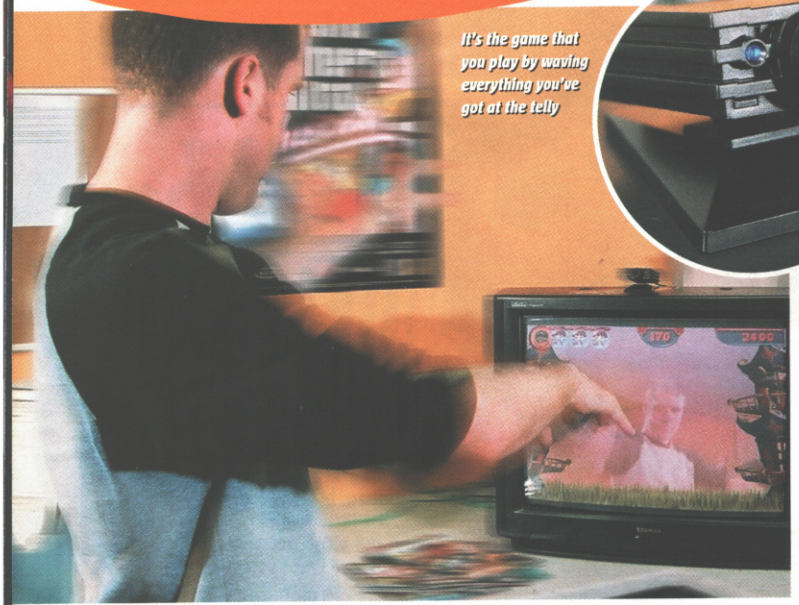
This fella doesn't seem too impressed by Billy's egg-rolling antics



He looks like a cockerel, or cock for short. Not a lot he can do about that

These king penguins are looking pretty angry and spoiling for a ruck

EYE TOY™ Play



It's the game that you play by waving everything you've got at the telly

keepie-uppies, even cleaning windows!

All this craziness is what's on offer from the first game, Eye Toy: Play, available in the shops July 4. It features 12 mini-games altogether, and it's really just to show how clever Eye Toy is, a) so that you will go out and buy it, and b) so that other games can be made to make the most of it.

EYE SPY

Always the issue when something like this hits the market is when will other games come out that can make use of it. We asked Sony, and the only officially announced game so far, expected within the next year, is a sequel to Play... called Play 2. It's promised to be another bunch of mini-games that anyone can enjoy. Probably cheap too – around £20 – since you would already have the Eye Toy itself.

Any other games to include Eye Toy functions Sony hopes will come from third-party publishers. First on CVG's wish list is a Harry Potter spell-casting game, and we'd be surprised if EA isn't already considering this. It wouldn't be too shocking to see a Beatmania game from Konami either, since it published a game in Japan that you play waving your arms around (Para Para Paradise).

At this stage, the CVG Hive Brain is telling us that there may never be entire games dedicated to Eye Toy. However we

Davies is caught bonking on camera. Oo missus!

We CVG staff regularly bop around the office, waving our arms, high kicking all over the place. Until very recently you could have simply put this down to everyday stupid behaviour. But now CVG has a brill excuse: Eye Toy!

CVG is keen to experience anything out of the ordinary. We spent long evenings shaking the maracas in Sega's Samba De Amigo. More recently Konami's Dancing Stage has ensured that Lee maintains his Olympic-standard, Rhythm Action form.

Yep, we definitely fancy ourselves as the pros of oddball peripherals. But now there's this thing called Eye Toy. It needs nothing more than your ability and willingness to wiggle and wave whatever you were born with to play a range of daft but enjoyable games.

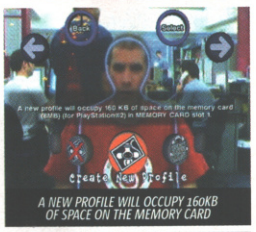
Paul thought this made him look like Santa Claus. More like he just puked!

HANG LOOSE

You don't need to hold or stand on anything to play Eye Toy. You can play standing up or sitting down, using your head, hands or feet. You could play it all nekid if you wanted to, but we'd be surprised if you did cos the thing with Eye Toy is that it's a special sort of camera. In addition to sensing your movements, it captures your image on TV – yes, a major part of it is seeing yourself playing the games.

The star of the games is always you. You are centre stage for everything from Kung Fu, through mixing tunes, to

CREATING A NEW PROFILE

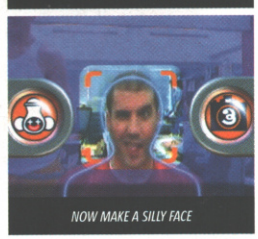


A NEW PROFILE WILL OCCUPY 160KB OF SPACE ON THE MEMORY CARD

POSITION YOUR FACE WITHIN THE OUTLINE AND TAKE SOME PHOTOS

MAKE A HAPPY FACE

MAKE A SAD FACE



NOW MAKE A SILLY FACE

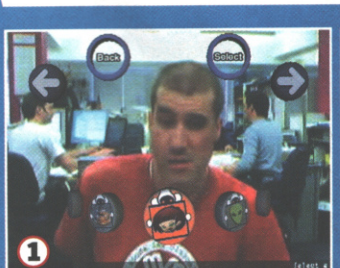
ARE YOU HAPPY WITH YOUR PHOTOS?

You have the option to take three photos, for use in the games as an amusing performance indicator

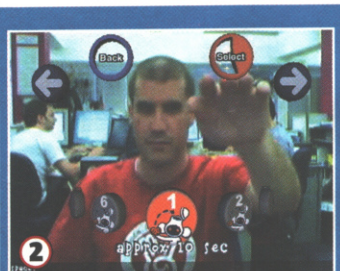
VIDEO MESSAGING

A fun, additional option with Play and Eye Toy is video messaging. You can record up to 60 seconds of footage and save it to memory card for viewing later.

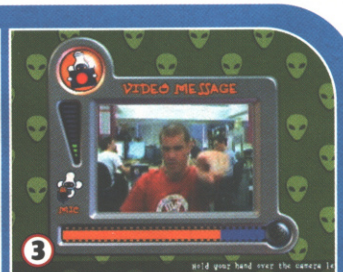
The quality isn't great – the window is small, and the footage grainy – but you can have quite a laugh with this. We've banned Lee from using this feature already!



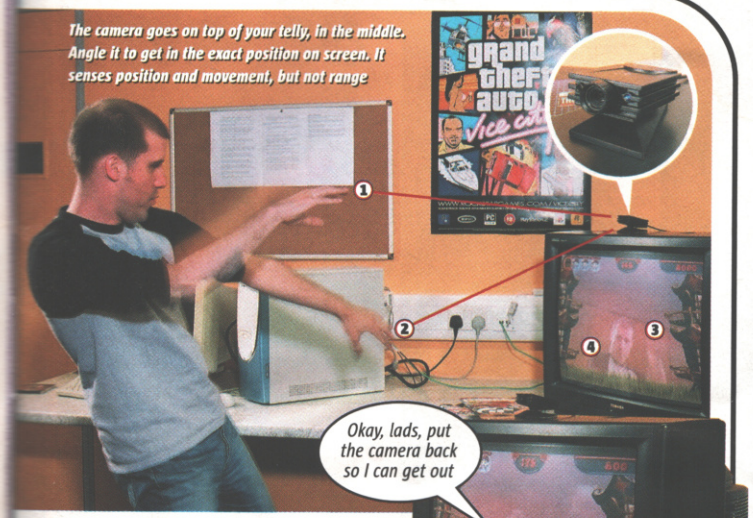
Choose a face to decorate your message



Decide on the length of your performance



Oi! Save your video to memory card! Alright!



HOW IT WORKS

Here's the rundown, so you can see how simple this is. Easier than opening a milk carton, anyway – you know the ones that rip awkwardly then make embarrassing stains on your pants? Just us, then...

1. PLUG IT IN

You connect Eye Toy to the PS2 via the USB port. That's all there is to it. It doesn't need batteries, or any other power supply. Place it on top of the telly (shift that half-eaten packet of crisps out the way), load the game disc as usual and you're away.

2. STAND (OR SIT)

Easy, right. Don't sit too close, that's cheating. Don't stand too far away, that's dumb. Sony recommends you put yourself around 1.5 to 2 metres away.

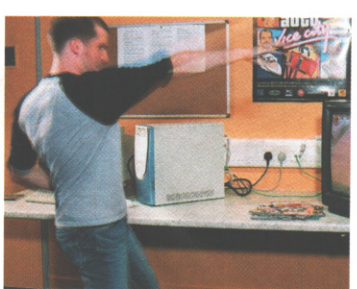
Some games only require you to place your hands in the correct position...

3. LIGHTING

You can't play this in the dark, so no hiding. Nor can you play it in bright sunlight, or any other bright light. Average daylight kind of light, then.

4. SHAKE YOUR THANG

Everything you do in Play uses Eye Toy's motion sensing to control. When selecting a game mode, or even putting in your initials, it's all done by waving your hand over the relevant icon. Of course the interaction is a lot more interesting with the games.



...others, e.g. board-breaking, need you to strike out with more accuracy and at greater speed

Paul tried hard to befriend the presenters, but they were quick to voice their opinions

do expect to see a few major publishers incorporating Eye Toy functions as novelty extras. Perhaps Psycho Mantis has something up his sleeves in Metal Gear Solid 3; maybe there will be a Final Fantasy game in which Chocobos are kept happy by stroking their beaks, or scolding them with a kick up the arse! The possibilities are endless. Let's hope we hear of something exciting soon so that the appeal of Eye Toy is unlimited too.

PLAY WITH PAUL

You'll notice that we forced Paul to get his head shaved for the purpose of the Eye Toy demonstration.

You see, his old fuzzy barnet filled the entire screen, so Paul was winning all the time. Anyway, here's the new-look Paul showing you how it's done on the first four mini-games on the Play disc.

BEAT FREAK

Punching the air to the tune of Moloko's Sing It Back is something you might like to do anyway. Proving that your timing and coordination is flawless will be a bonus.

■ **VERDICT: Not as much fun as Sega's Samba De Amigo, or any of Konami's Beatmania series but still good to stick on at a house party for a while.**

WISHI WASHI

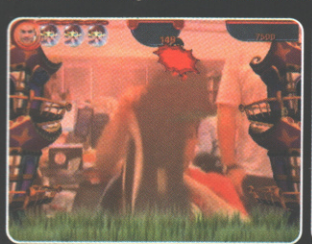
The one your Granny will like. With this you just wave like crazy to remove the soapsuds. If you're no good at it, call somebody else in to help you out.

■ **VERDICT: It's really dumb, but everyone gets it – that's the idea after all, right? Never fails to draw a crowd here, but the giggles soon subside.**

BOXING CHUMP

In addition to striking the other guy in the right places, you must duck and weave to avoid being smacked yourself. It's hilarious watching someone else play.

■ **VERDICT: Hardly up to the standard of Konami's Mocap Boxing, but you'll find most of your mates wanting at least one crack at this.**



KUNG FOO

Use your head, hands, or feet to hit comedy Kung Fu fighters as they leap from the balconies or run at you across the field. You can cheat by hardly moving, though.

■ **VERDICT: Always a laugh to pretend you're Bruce Lee, or whoever. This is a CVG favourite because you can act tough by kicking as well as punching.**

FOR MORE INFORMATION VISIT: WWW.EYETOY.CO.UK

STOP PRESS STAR WARS GALAXIES IS OUT NOW IN USA AHEAD OF SCHEDULE ● PSP NOW ON TRACK FOR FIRST HALF OF 2004 ITS RUMOURED UNREAL 2 IS COMING TO XBOX ● NEXT GEN CONSOLE PRICE CUTS ARE EXPECTED IN THE STATES

NEW SCREENS!

UNLIKE TRIBES 2, YOU'LL ACTUALLY SEE VEHICLES ARRIVE RATHER THAN APPEAR OUT OF THIN AIR LIKE SOMETHING FROM A STAR TREK TRANSPORTER. SO NO MORE TELEFRAGGING 'ACCIDENTS' DURING CREATION. MAYBE THESE TWO TROOPERS WILL GET RUN DOWN INSTEAD WHEN THE DOORS OPEN. NOTE THE HEAVY TURRET DEFENCE NEARBY.

CHARACTER MODELS LOOK FAR COOLER, RIGHT DOWN TO THE ALL-IMPORTANT JETPACK, WHICH THE FULL SINGLE-PLAYER CAMPAIGN WILL TEACH YOU TO USE – PRESUMABLY ALONG WITH OTHER ESSENTIAL SKILLS LIKE 'SKIING' AND PLAYING AS ALL THREE CLASSES. WE'RE HOPING ARMOUR WILL ACTUALLY SHOW DAMAGE THIS TIME, TOO.

HUGE LEVELS HAVE RETURNED. HOPEFULLY THIS TIME A NINJA PC WON'T BE REQUIRED FOR DECENT DRAW-IN DISTANCES. BASES NOW ALSO APPEAR TO HAVE TALL OUTER DEFENSIVE WALLS, CHANNELLING GROUND VEHICLES AND SLOWING HEAVY ARMOURS. ALSO EXPECT REALISTIC PHYSICS, MAKING TRAVELLING UPHILL SLOWER.

COULD BUILDINGS NOW BE HANDILY COLOUR-CODED INSIDE AND OUT FOR MULTIPLAYER LIKE IN UNREAL TOURNIE? (THIS IS ALSO THE BASIS FOR VENGEANCE'S GAME ENGINE.) AND LOOK, ANOTHER WISH-LIST ITEM FULFILLED – MULTIPLE INVENTORIES TOGETHER, SO NO MORE QUEUEING TO SWITCH EQUIPMENT.

ENVIRONMENTS ARE FAR LUSHER AND MORE VARIED, THOUGH THIS APPEARS SO DETAILED AND THE TERRAIN SO FLAT THAT IT LOOKS LIKE SINGLE-PLAYER, POSSIBLY BEFORE WAR HAS DEVASTATED IT IN ONE OF THE EARLIER TIME PERIODS THAT THE GAME SPANS. THAT MIGHT EXPLAIN THE NEW-LOOK SPINFUSOR AS WELL.

ARE THOSE SPECTATOR STANDS? DEVELOPER IRRATIONAL HAS CERTAINLY HINTED ABOUT INCLUDING ARENA-LIKE SPORTING EVENTS. MOST FAMOUS FOR SYSTEM SHOCK 2, IT'S ALSO HIRED SOME OF THE TRIBES COMMUNITY TO ENSURE MULTIPLAYER IS BIGGER AND BETTER.

GOING TRIBAL

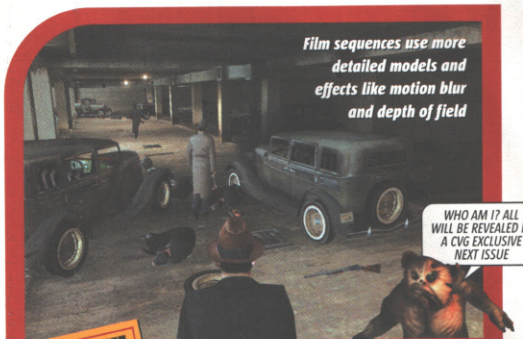
GET READY TO TAKE ON THE WORLD

Half-Life 2 or Tribes: Vengeance. Don't be a cruel person and make CVG's Pete choose which of the two he's more excited about.

Given half a chance he'd slice himself in two and let each half play one of the games – and no doubt still manage to notch up a decent world ranking at Tribes online. He's unstoppable.

Not that Vengeance is just about multiplayer anymore. The game's almost a third done, so enjoy some new screens while we wait for Pete to go pop pondering what it all means.

LATEST PICS!



THE MODFATHER

Listen, my friend, some information has come our way that the family feels you ought to know about.

Tommy was all over PC a year or so ago. Well, he's coming back to Lost Heaven this autumn on Xbox and PS2. Seems there'll be a bunch of modifications, from easier car handling down to better cutscenes. He's got a mean streak, that one.

"COME AN' 'AVE A GO"

Finally a way for us mere mortals to 'have' Hollywood's fullest-fronted celebrity Anna Nicole Smith – without it costing several million bucks. Not in a carnal sense, you understand, more in a 'come and have a go if you think you're hard enough' kind of way.

Y'see, Anna tops the roster in Gotham Games's upcoming Celebrity Deathmatch, which is out on just about every format except Intellivision this autumn. Fancy dismembering the likes of Tommy Lee, Jerry Springer and Justin Timberlake? Bring it on!

computer and video GAMES

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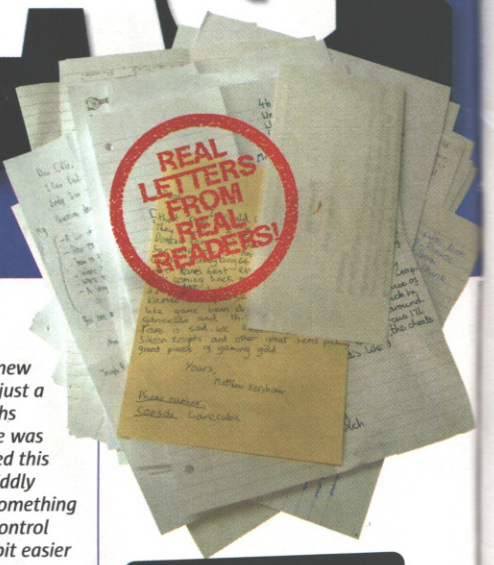

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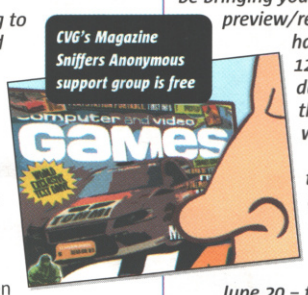
TEEN SPIRIT

Why don't your tips books smell as nice as other books? For example, my psychology text book smells far better. Your magazine smells nice this month though – well done for that.

Lucifer, The Nth Hell

CVG *If there's a word in the dictionary for people who get turned on by sniffing bicycle seats, there's got to be one for magazine sniffers. And there ought to be one for hardcore fanboys. Nintendophiliacs, perhaps? Here at CVG timophilia* is rampant, though sadly we're too poor to get aroused by anything except videogames.*

** No, it's got nothing to do with blokes called Tim. Go sniff a dictionary, you Philistine.*



HEART OF DARKNESS

What's the deal with Tomb Raider? I'm a long-time fan of Lara's tit-bouncing adventures, and when I heard about its debut for the PS2 I went straight down to the shops and pre-ordered a copy. When I went to get it on the release date (think it was April 18) they told me it had been pushed back yet again. I wouldn't mind so much, it's just that this was about its fourth delay. Was the December 2002 release date just a big cock-up or is someone taking the mick?

Nick, Middlesex

CVG *If we had a penny for every issue we thought we'd be bringing you a Lara preview/review, we'd have about 12p. Don't dump all the blame with Eidos though. It has only announced a couple of official dates, including the latest (at time of press), June 20 – the industry has speculated the rest.*

So, why the delay? It was partly due to the controls. See, Core had planned a new system for the new gameplay, but just a couple of months before the game was finished it decided this was perhaps a tad fiddly and switched to something closer to the old control system that is a bit easier to pick up and play.

Rumours that Lara posed as a freak show bearded lady to make ends meet while waiting for Angel Of Darkness to release are not true

PS2 IN CONTROL

Here are my thoughts on what platform plays best for Soulcalibur 2. Seeing that the gameplay is the same with all formats, the next most important thing is th e controller. The buttons must be equal and close for a fast reaction to counter attack. GameCube may have Link but it has a crap controller. Xbox has the best graphics but has the same problem as GameCube. PlayStation 2 has the perfect controller, ideal for fighting.

The Don

ET TU, BRUTE FORCE?

Is Microsoft going to release games like Sim City or Caesar on Xbox as they are big hits on PC? I'm assuming Xbox could handle these sort of games as they've released Champ Man.

Dean, Pembroke

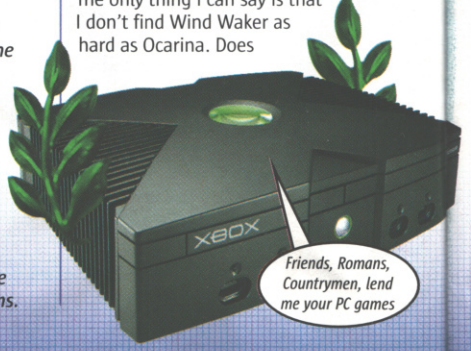
CVG *Xbox can cope with sim series like those no problem, and you only have to look at Theme Park World on PSone or Age Of Empires on PS2 to see that intelligent control systems mean it doesn't have to be a headache to play on a pad either. But it all comes down to money, and whether a publisher thinks it'll get enough to make the conversion worthwhile (which may explain why PS2 AoE was canned for the US). At the moment, there's nothing official on either of these series coming to Xbox, though Sim City games are increasingly being ported onto everything from Palm Organisers to PSone (with a GBA version in the pipeline too), so we wouldn't be surprised if it happens.*

Solecalibur 2: a bit fishy on a GC pad?

On the other hand you should not take this trend as a signal that Sony, Nintendo and Microsoft are suddenly going to start releasing first- and second-party exclusives like Brute Force on rival formats.

WIND OF CHANGE

All my friends who own other consoles keep asking me which is better, Ocarina or Wind Waker? Which do I honestly think is better? The only thing I can say is that I don't find Wind Waker as hard as Ocarina. Does



GUEST LETTER

Another entry from a parallel universe in CVG's Mailbag

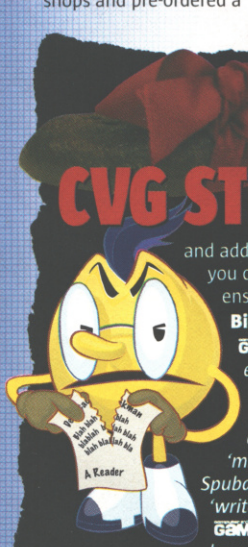
I-LIKE-O-PHOBIA

I like stuff.

Someonesmellslikestrawberries

CVG *Regular readers will recognise this as the latest in a series of insightful commentaries on the state of videogaming in the 21st century. We're particularly impressed that the writer's name is actually longer than the letter itself. Like a nasty itch that just won't stayed scratched, this one could run and run. Except we're not printing any more. So there.*

CVG STINKER



YOU WANT IT? YOU GOT &*IT!

What the hell has happened to Cackman? He looks like an Eighties reject and he's all in 3D. Anyway, now I feel better, so I'll ask questions instead, and add in some made-up words. See if you can spot them. If you can, you get a free giraffe. [Long list of questions ensues...] Can I have the Stinker Letter now?

Biggles the Half-Life Freak, Galway

CVG *If switching to 3D and 1980s cool is good enough for the GTA series, it's good enough for Cackman too. At least that's what he told us while polishing his baseball bat. Still, he's promised to come round your house to 'sort out' any 'misunderstanding'. Incidentally, Cackman tells us Spubagglewobblegob isn't a made-up word. It's Finnish for 'writes like a twat'. Apparently.*

CVG *EXTRA! Much as we like a spot of muck-spreading here at CVG, there can only be one true stinker each month. However, special mention this issue has to go to M Olsson for repeatedly trying to stick us with the same email virus, presumably having never heard of virus protection software.*

anyone else find this?

Spider

P.S. What do you lot do other than play games and write about them? Do you play football or do you just sleep?

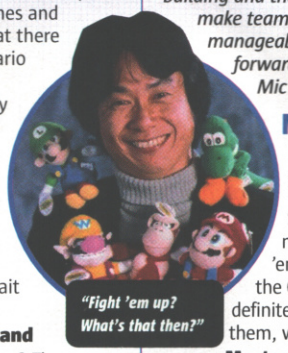
CVG *Games, football, sleep. What else is there in life? Oh yes, and some of THAT too. Anyway, the feeling at CVG is that Wind Waker's bosses aren't as hard as Ocarina and perhaps it's fair to say the N64 classic offered an overall tougher though more linear challenge, while Wind Waker is a more immersive and complete experience, with so much to do. We love them both equally for slightly different reasons.*

SUPER MARIO INTERRUPTUS

Rushed to my newsagent to buy CVG, ripped off the plastic before realising I hadn't payed for it, rushed across the street, nearly got knocked down by an old lady driving an old Mini, went home and read it. Anyway, now to the point. I love Super Mario games and when I saw that there was Super Mario Pac on PC for free, I was very happy. Although when I downloaded and clicked on it, it said that it had done an illegal operation. Please, please tell me what's wrong. I can't wait to try it.

Nintendo_4_ever, Ireland

CVG *Illegal operation? The web link's still working fine today so either you've been selling your organs to pay for your PC or Windows is playing up. And, strange as it may sound, CVG doesn't do technical support for computer software. Though the £50-a-minute charges are tempting...*



MIYAMOTOPHILIA

Is it me or does Shigsy seem a bit against fight 'em ups? Not including SSBM, Nintendo has never created a fight 'em up like Tekken, and the GC control pad is definitely crap for playing them, which makes him guilty.

Mastercom4

COMPLETE ARSE-INGTON

Me and two mates have set up a cool website where you can download stuff and buy great rare Pokémon cards *really* cheap. It's worth a look, but don't take my word for it, go there yourself.

Tom

CVG *It might help if you supply the website address. You don't sniff magazines, do you, Tom?*

DC DEAD OR XBOX LIVE?

Today I finally got to try out Xbox Live. It wasn't the giant step forward that I was expecting over Dreamcast. For all the increase in speed (not that much) and graphics, there's a price to be paid: hard cash. My Dreamcast could play import games online for free (NTL was free then, now it would be £10 per month), and the slight lag wasn't an issue. I didn't have to get a broadband connection (a minimum of £18 per month), and nor did I have to pay a subscription once any freebie had run out. I am sure the games will be good and plentiful, but the cost after a year will just be too high for a lot of people.

Andy, Lincoln

CVG *Xbox Live's launch line-up might not have been that hot, but the revolution is in the community it's building and the way the headsets make teamplay more manageable. All a big leap forward from DC's use of a Mic in Planet Ring, eh?*

CONSOLE-NATION CORNER

I PROGENITOR

I see I've started a little debate with my 'How to murder somebody with an Xbox' letter (Issue 258) and I have a few things to say. Xbox is not 'shite' – it's just as good as the other consoles, and in some areas better. The large controller was designed for people with large hands – if you can't use it, then you must have small hands, therefore small feet and so on. Besides, the Controller S is now bundled with the console for you averagely handed people.

Xbox has done a lot for the other two consoles. It's created the most amazing price war and raised the standards of FPS and racing games. And what you are forgetting is, my mail was a joke! A bit of fun! I also own a PS2 and GameCube and play them all equally, but wrote the letter purely because you all seemed to be giving Xbox a hard time just due to its size. Don't get mad at me – enjoy games for what they are.

Matthew 'I won the great Joytech gear, and you never' Waite

WE'VE SET ASIDE A SPECIAL CORNER FOR THE 'MY PAST/PRESENT/FUTURE CONSOLE IS BETTER THAN YOURS' DEBATE

XBORIFICE

I'm writing to settle the argument between Xbox, PS2 and GameCube. By 2005, Sony, Nintendo and Microsoft will be spewing consoles from every orifice, PS2 and GameCube will be antiques, while Xboxes will be hollowed out and made into shelters for homeless children. The nearest thing that will resemble a modern-day console is a Game Boy Advance SP 123 ABC Disposable Mini, which will come with a free set of pins to press the buttons with. My point is, why argue about the present when we could decide the future? Or we could talk about goats.

Peter

CVG *No, please, not the goats.*

S.O.S. CUBE

After browsing your top website I was very much saddened by the article "Zelda fails to stop Cube slide". Being the owner of both a Cube and a PS2 I was shocked. To me the Cube easily has the better games – Zelda is the best game ever. Xbox is a one-game wonder and the PS2 line-up for the coming year does not compare. Final Fantasy CC, Mario Kart, Golf, Tennis, Party 5... the list goes on. I beg of you to tell the punters out there to buy Cubes and take their heads out of their PS2's behinds, as the machine is way ahead of the competition.

Zolaboy99

computer and video games **STAR LETTER**

STAR LETTER

GOTCHA, MY SON

How many other (sad) people noticed the actor who played Carl Bromley in EastEnders a few weeks ago attempting to buy out the car lot from Barry Evans? It was none other than The Getaway's DC Carter, Joe Rice.

Paul

JOYTECH

Our star letter-writer gets a bundle of quality peripherals from JOYTECH, so time to get scribbling...

WINNER

PSP ESP

I was reading your *great* story on the PSP (in Issue 261) but there was no talk of a price, not even a rough guess. And are games going to cost £40? P.S. I rate PSP 11/10.

James

CVG *PSP's only just been announced so we'd need extrasensory perception to give you a UK price at this stage. If you forced us to choose between wildly guessing and playing Kakuto Chojin for nine hours solid, we'd say PSP might set you back £180, with games from £30 to £40. And if you're thinking £180 is a bit steep compared with a GBA, you're forgetting Sony's bit of hardware looks likely to do a lot more than just play videogames.*

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mind and the senses to wallow in."
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FINAL PACKAGING SUBJECT TO CHANGE

LARA CROFT TOMB RAIDER

the angel of darkness

THE PLAYSTATION WUNDER-GIRL IS BACK

GAME INFO | ONLINE GAMING | COST: £39.99 | PLAYERS: 1 | OUT: NOW | PUB: EIDOS | DEV: CORE | WWW.TOMBRAIDER.COM | PC ROM

Welcome back, Lara, where have you been? You could have sent us a postcard. Story-wise we know you were trapped in a tomb, abandoned, but not forgotten. We knew you would escape, you just had to. Yet, we've waited... and waited.

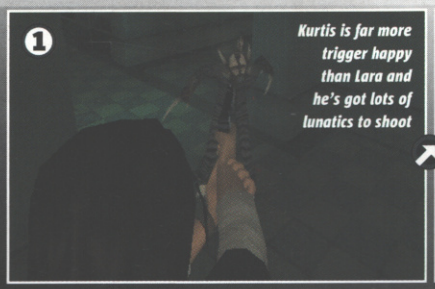
Next-gen sequels to Gran Turismo, Metal Gear and Grand Theft Auto have been and gone, but still no sign of you, Lara. We even went to the movies to watch Angelina Jolie in your support, but really we wanted to be playing with you, not watching from afar.

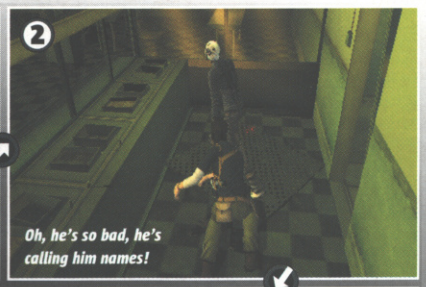
Now, with The Angel Of Darkness you've resumed your rightful place in the arena, the PlayStation's original It girl has returned, but is it a fashionably late arrival, or too late for the heroine?

THE NEW GUY

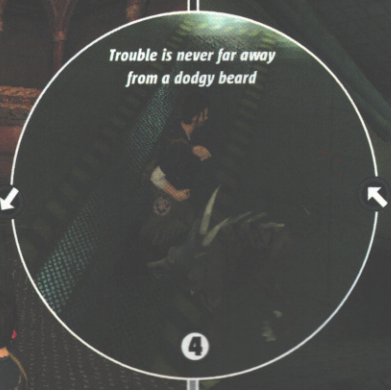
Unlike the previous Tomb Raiders, The Angel Of Darkness features a second playable character. His name is Kurtis Trent and he has a very bad beard. Kurtis is the last surviving member of an ancient order called the Lux Veritatis.

He is also searching for the Obscura paintings and after moodily appearing throughout the first half of the game he decides to team up with Lara. Kurtis is called into action only on certain levels, the majority of the game is still played with Lara. What Kurtis brings to the table is a more trigger-happy element to the gameplay.





At last, something even more ridiculous than his dodgy beard

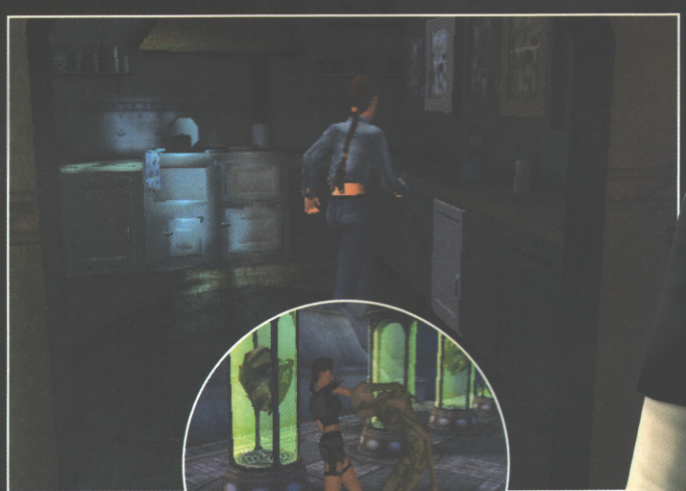


Kurtis checks out some of the strange sights surrounding him

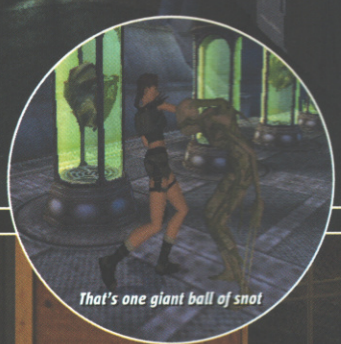
THE STORY SO FAR

So where has she been? Well, we'd like to tell you but we're none the wiser. At the end of The Last Revelation we knew that Lara was trapped in a tomb. At the end of Tomb Raider Chronicles we were teased with the fact the Lara had escaped. Now at the start of The Angel Of Darkness, everything is seemingly rosy, Lara's alive and well in Paris, out of her dusty shorts and wearing some fancy denims. What happened?

She's also made up with the man that got her stuck in that tomb, Werner Von Croy. Well, perhaps not deep down, but enough to take a phone call from him and head off to Paris to heed his desperate pleas. The problem is as soon as she's arrived Werner is shot dead and Lara, it seems, is the culprit. Now she's on the

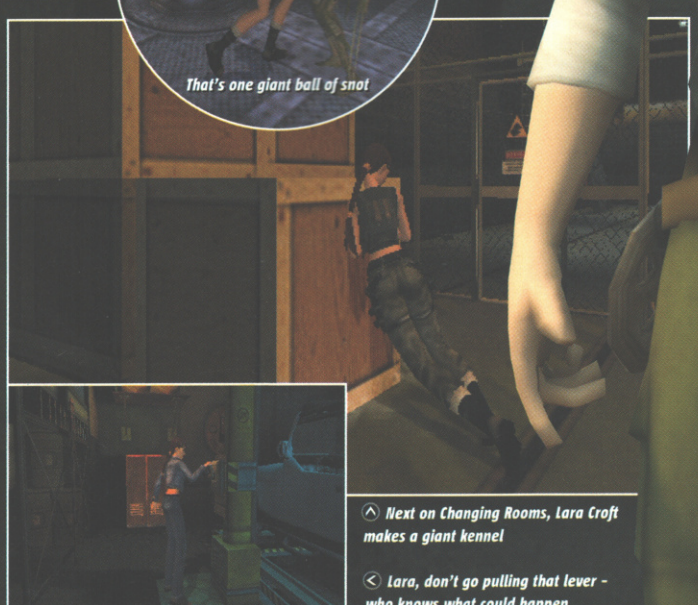


Here we have a little bit of burglary going on in not-so-gay Paris



That's one giant ball of snot

That's no way to treat a lady



Next on Changing Rooms, Lara Croft makes a giant kennel

Lara, don't go pulling that lever - who knows what could happen

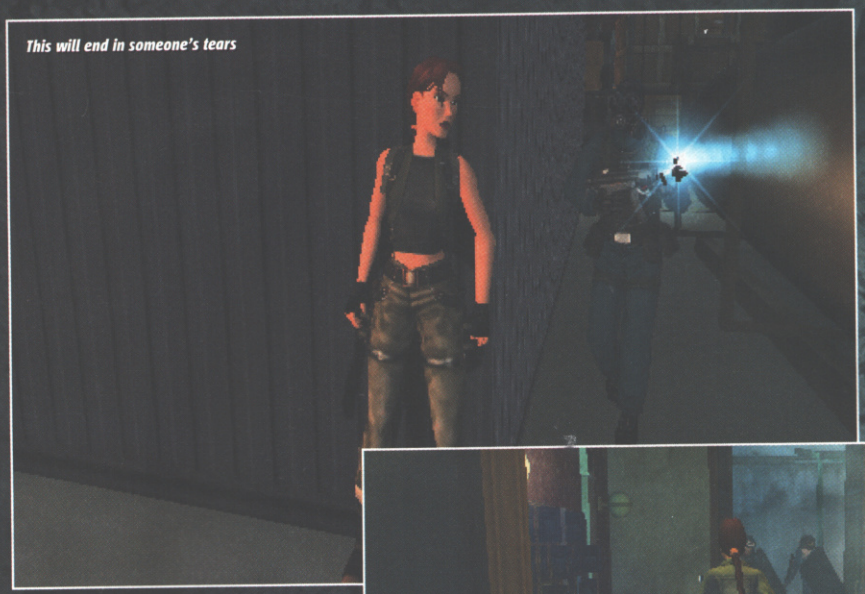
run, wanted for murder, without a hieroglyph in sight.

WALK TALL

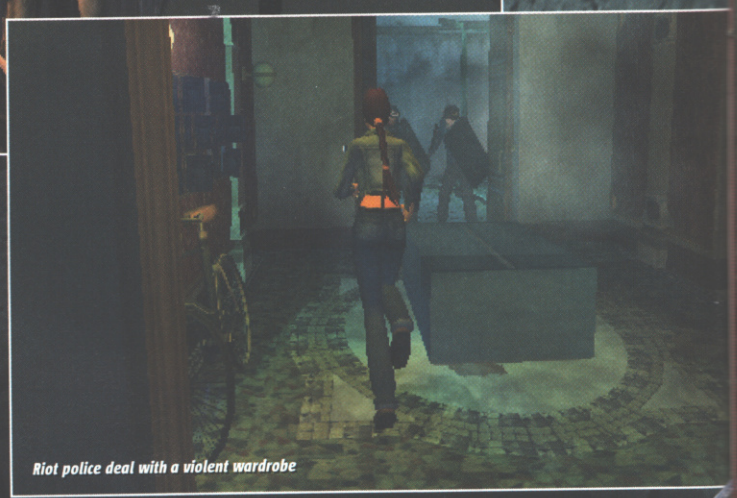
As with all the Tomb sequels, for this adventure Lara is equipped with new abilities like climbing drainpipes, hopping over guardrails and pilfering people's cupboards. The opening level walks you through lots of these new moves, but also introduces you to the new control system!

And walk you will as the analog controls will take some getting used to if you're a Tomb veteran. It's likely to cause debate among fans as the new controls are over-sensitive and will lead to more than a few ill-placed steps.

Plenty of new additions have been made to the gameplay. Stealth, interaction with characters, smoother animation, weather effects, new outfits, a second playable character and a plot that will take Lara through at least two more sequels.



This will end in someone's tears

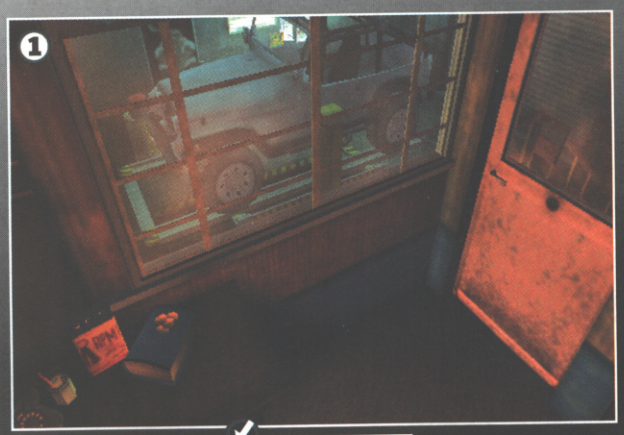


Riot police deal with a violent wardrobe

POWER UP

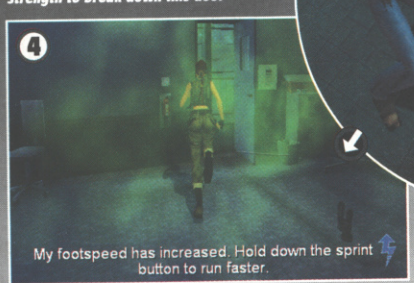
Adding an extra element to the exploration are Attribute Upgrades. As you progress through the adventure, by finding these upgrades you increase Lara's physical dexterity, her strength, stamina and agility.

This allows her, for example, to jump further or barge open locked doors. Collecting these upgrades is essential for continuing Lara's quest and gaining some valuable hidden items.



^ *Somehow or other Lara really needs to get into this room. And that's one heavy-looking door*

^ *She's going to need a lot more strength to break down this door*



^ *Another upgrade begins to take effect*

^ *By pulling down hard on this lever, thankfully her strength increases to something more effective*

SPOT THE DIFFERENCE

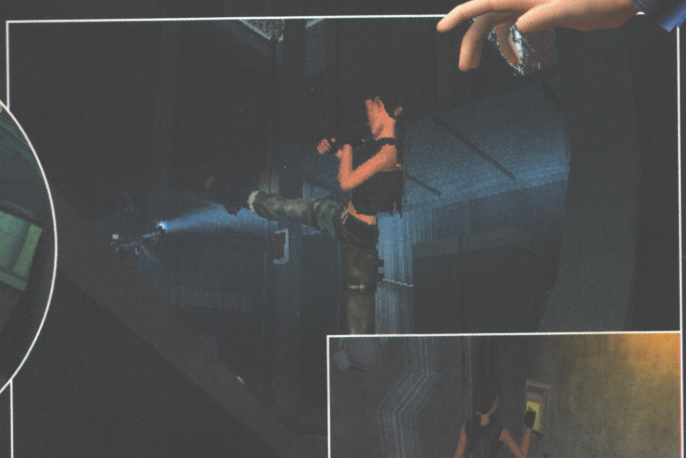
After a saunter through the initial levels you'll slowly begin to realise a few things. Why is this game called Tomb Raider? Why am I playing a France-based Shenmue? Why is Lara being so rude to everyone she meets? What's that deal with that guy Eckhardt and why does he look like Anthony Hopkins?

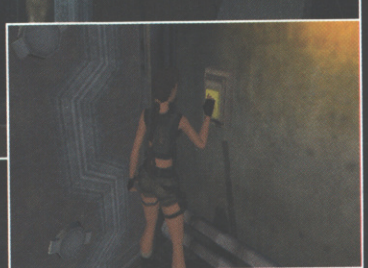
It must all be part of the new direction. Yeah, that must be it. A new Lara for a new generation, that's how they're selling it.

Towards the end of the Paris-based levels Core's plans for Tomb Raider become clear. You see, that's when you lay eyes on the first proper tomb and by then you've earned it. You've been running around Paris asking everyone about a man named Bouchard, you've located his hideout and then ventured into the sewers, broken into the Louvre museum and found a way to open an ancient lock with a code-based key in an underground archaeological dig. Finally, you're in a tomb.

GOING UNDERGROUND

In Lara's previous adventures we've been spoiled by the tombs we've visited.





^ *Lara packs one of her stella-rated kicks - no one wants to be on the end of that*

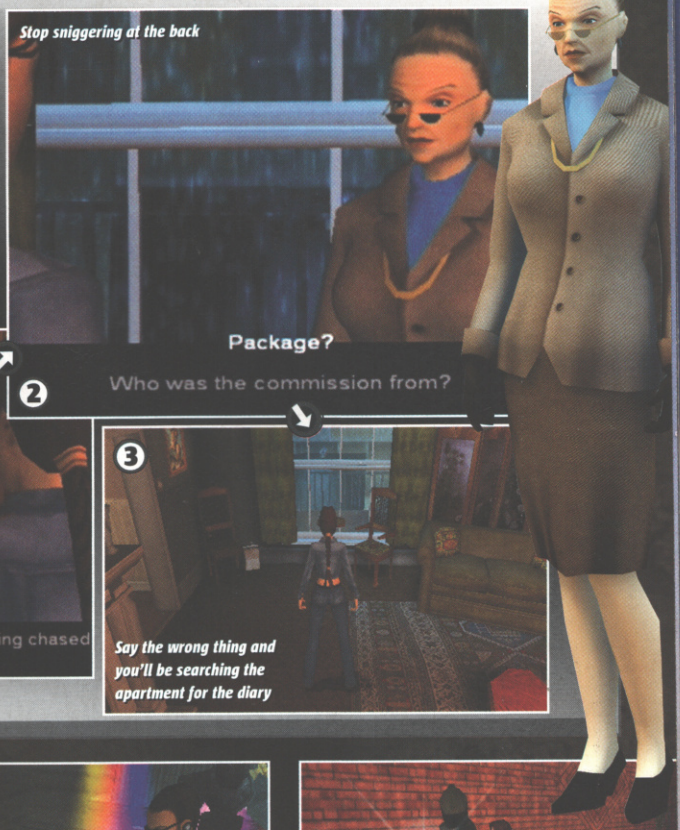
> *You will really begin to curse these switches, we guarantee*

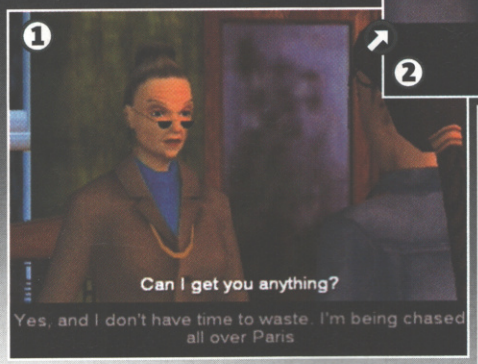
Okay, readers, here's a lesson in what happens when stealth goes wrong

TALK TO HER

For the first time in a Tomb Raider title, you get to control some elements of Lara's dialogue when she's conversing with other characters. Like an old point-and-click adventure, you're presented with a choice of responses at intervals in a conversation. These can result in different outcomes to a level.

For example, say the wrong thing to underworld tsar Bouchard and he shoots Lara; be abrupt with Von Croy's friend Madame Carvier and she refuses to part with his notebook. Saying the right thing is vital for progress.





Well, it beats shooting them, we suppose

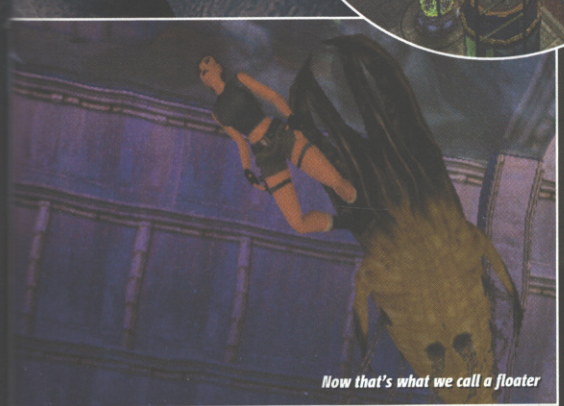
Say the wrong thing and you'll be searching the apartment for the diary

Lara might find that standing a bit closer to her foe would mean she could land a better punch

The light of the torch is blinding but Lara manages to avoid it by using stealth tactics

She'll ladder her tights!

They're obviously going for the minimalist look in Paris at the moment



Now that's what we call a floater

You just can't go to the discotheque without getting harassed

A person could get very dizzy looking at these shots

Our gal would be off globetrotting, exploring some Aztec ruins here, paddling up an Indian river there, and after a while it became a bit repetitive.

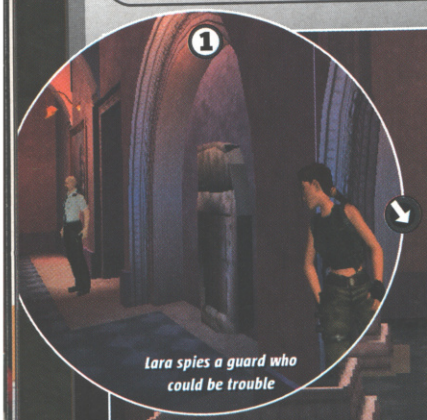
The sights that were before her, unseen by humans for centuries, should have been awe-inspiring but she simply skipped through them, seemingly more concerned about judging the length of jumps. Now you've got to earn the right to step inside a tomb and you're not venturing outside two European capital cities.

It's perhaps the bravest change in The Angel Of Darkness: to effectively reduce one of the most unique selling points. But it's a change that succeeds. Besides, there's plenty of awe-inspiring level design and architecture you can utilise in the modern, urban world. You don't need

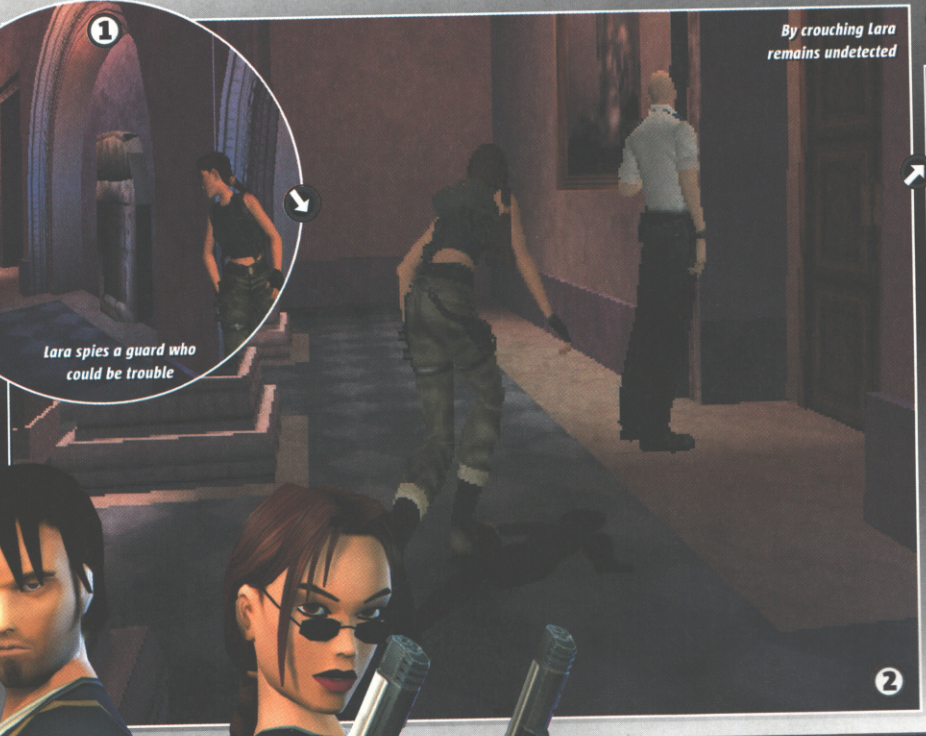
NOW YOU SEE HER...

Lara now has some pretty deft moves.

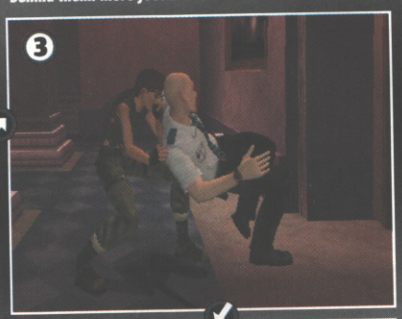
She can go into a crouch walk that helps her conceal her footsteps, hug walls and peer around corners all in a bid to avoid detection. As the majority of the locations in The Angel Of Darkness are urban and patrolled with guards, the stealthy nature of the gameplay is a nice touch. Of course you could go around guns blazing but then you'd be likely to run out of ammo.



1 Lara spies a guard who could be trouble



2 By crouching Lara remains undetected



3 Luckily guards aren't always interested in what's behind them. More fool them

4 Lara strikes the baldy and seconds later the game's all over for him. Well he should be more careful

That's for looking at me like that on the dancefloor, sucker

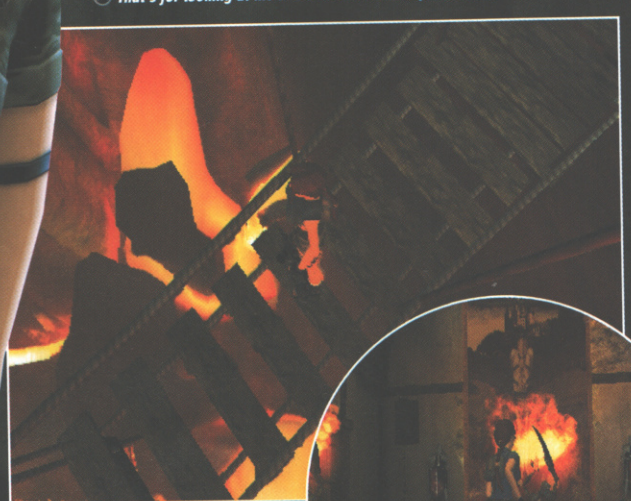
ancient sites to create dilemmas for Lara. Just check out the light-rigging mission inside The Serpent Rouge, the giant greenhouses of the BioResearch Facility, the James-Bond-villain design of The Aquatic Research Area.

There are many memorable moments in the game, with inspired use of locations to incorporate the familiar Tomb Raider style of gameplay. But it doesn't feel a million miles from the previous games and when a game debuts on a more powerful system we don't want minor improvements, we want major ones. Part of this problem harks back to the control system and a lack of interaction and freedom.

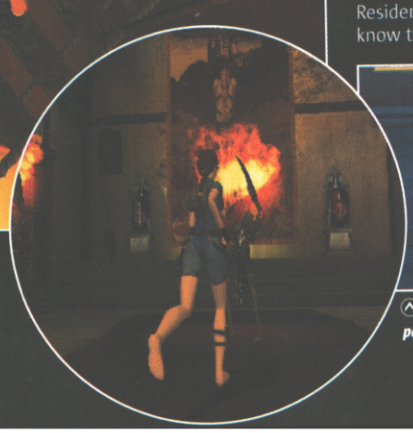
FOR FREEDOM

You see, The Angel Of Darkness boasts detailed environments. Rooms cluttered with objects, ornate decoration. Trouble is you can only interact with certain items.

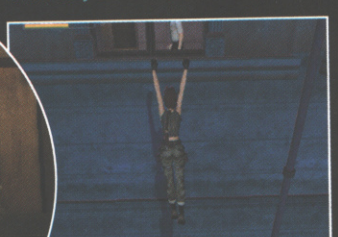
It suddenly seems strange that you can move a chest but Lara refuses to push a chair, even though it's smaller, probably lighter. She can only pick up the items that give off the little Resident Evil twinkle, letting you know they can be collected. Sure, this



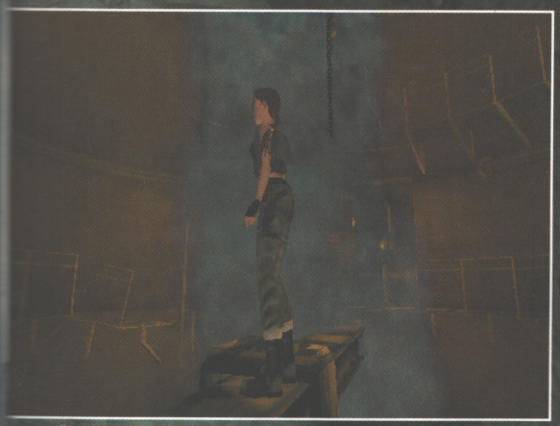
It would be advisable not to look down. Oh dear, too late!



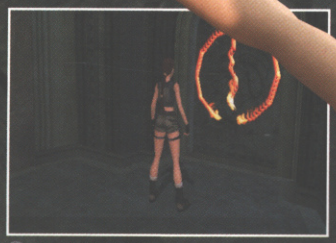
You don't get to see many of those on the Antiques Roadshow



Lara will do almost anything to avoid paying the entry charge

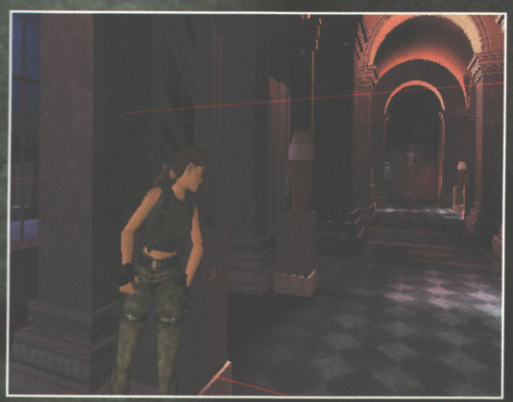


Lara has to turn valve pipes to cut off the steam and get past

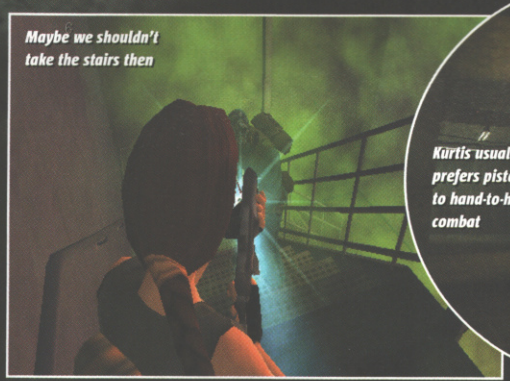


Now that's what we call a security feature

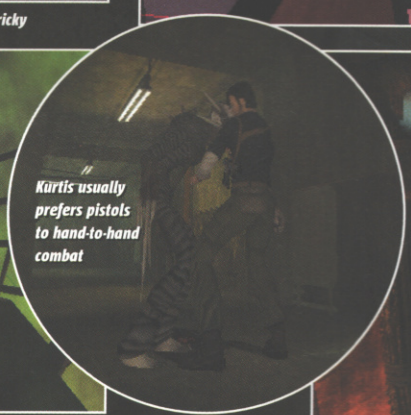
Sneak your way past the laser trip wires, MI-style



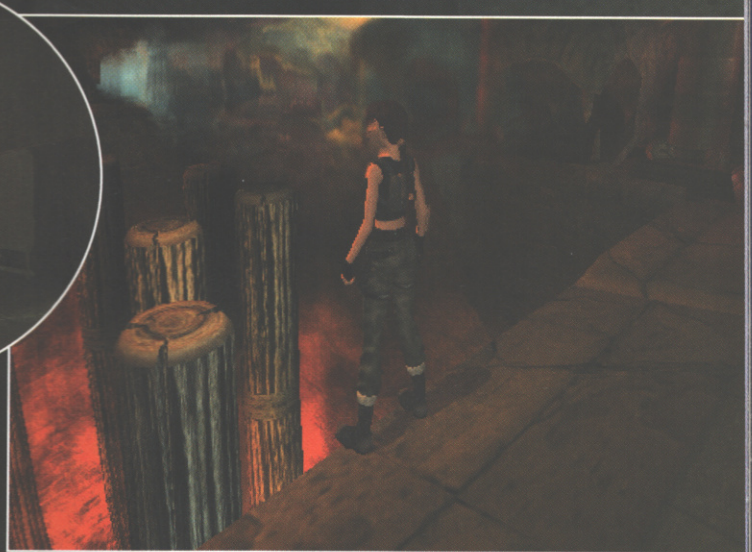
The coast is clear but those sensors could prove to be tricky



Maybe we shouldn't take the stairs then



Kurtis usually prefers pistols to hand-to-hand combat

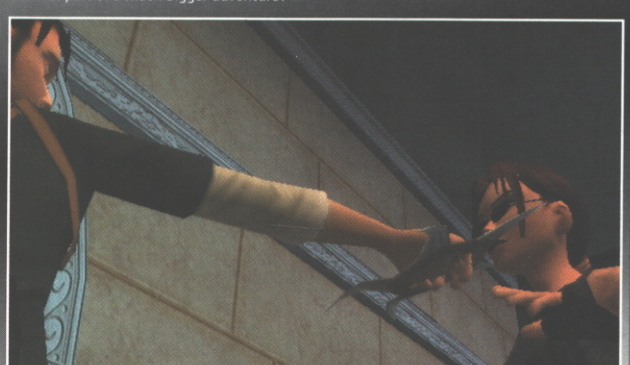


Only the penitent man, or woman, will be able to pass this test

TO BE CONTINUED...

The Angel Of Darkness is the first part of a new trilogy for Lara Croft.

In case you're worrying that her passport has expired and she's never gonna step outside of Europe again, don't. While Lara only gets to explore Paris and Prague this time out, the sequel will boast more exotic locations and far more tombs. Remember, this is only the first part of a much bigger adventure!



Kurtis's fate is in Lara's hands, but will he survive for the sequel?

makes it easier to play, but it's also incredibly frustrating.

The levels may be look less grid-like, less angular, but the control system, Lara's abilities and animation restrict you to traversing the levels in a very grid-like way. A long jump requires Lara to run and jump to clear it. Lara goes through two walk cycles before she gets up the speed to run. So you step back from the edge two paces, allowing Lara enough distance.

How is that different to the previous Tomb Raiders? Is it because we want to play it the same way? No, it's because Lara's *abilities* haven't changed that much, just the *control* of them, and because the level designers' thinking is still too linear.

BLAME IT ON THE GIRL

Too often there is only one way to cross a room. Too often a situation requires Lara to jump rather than rely on any other skill.

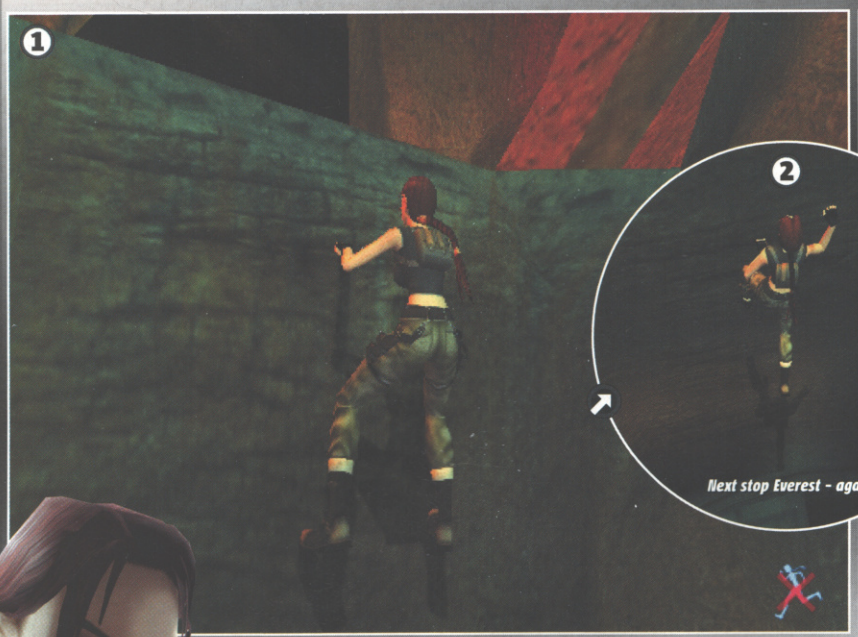
Remember the tasks Indy faced in Indiana Jones And The Last Crusade? Core seems to – not only do you have to track a diary in the early part of the adventure but the three tasks that Indy faced to get to the Holy Grail are mimicked in a section called The Hall of Seasons. Except there are now four tasks. In all but one of them you rely on Lara's jumping abilities. Come on, can't she do anything else?

By Tomb Raiders IV and V we were moaning about the churning out of sequels; a nice irony is that now we

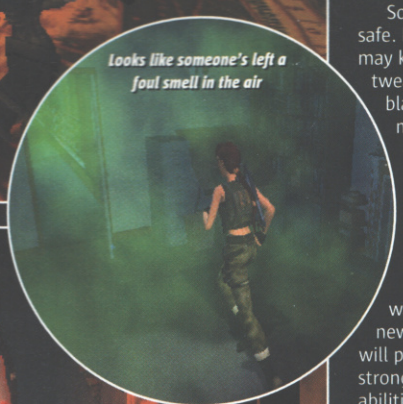
BUST-A-MOVE

Hand-to-hand combat, freeform climbing, climbing drainpipes, stealth.

The new Lara seems far more able than before and with an arsenal of new moves at her disposal The Angel Of Darkness is her most physical test yet. Should you fall from a ledge or miss-time a jump there's even a new feature called the Last Chance grab, providing Lara with a second chance to grab before plummeting to her doom.



Rock climbing is better than ever. It's a lot more freeform and feels far more impressive



are moaning for having to wait so long for part VI. Well, them's the breaks.

But for every month that the game hasn't been released, it's been steadily ageing. Core was secretly working on The Angel Of Darkness when Tomb Raider IV was in production, that's a development period of nearly five years.

Would you like to start designing a game today that was to come out in five years time? Think you could anticipate what people would be playing, what innovations might have been and gone? Tricky, isn't it?

So Core has effectively played it safe. It's taken the Tomb Raider you may know and love and made minor tweaks and adjustments. Who can blame it? Yes we would have liked more, to be blown away with every new element it introduced, to be in awe as Lara turned every corner. But we're not. The Angel Of Darkness may occasionally reach new heights, but too often it stumbles.

Long-time fans of the series will find little to fault with this newest instalment – indeed they will probably be pleased with the stronger plotting, with the new abilities and the return of Ms Croft – but if this was supposed to be a new Lara to attract new players, there needs to be a rethink.

VERDICT

It's good to have Lara back on our screens but we'd like a little more class next time out. Angel Of Darkness is classic Lara but a little too familiar and repetitive. **Alex H**

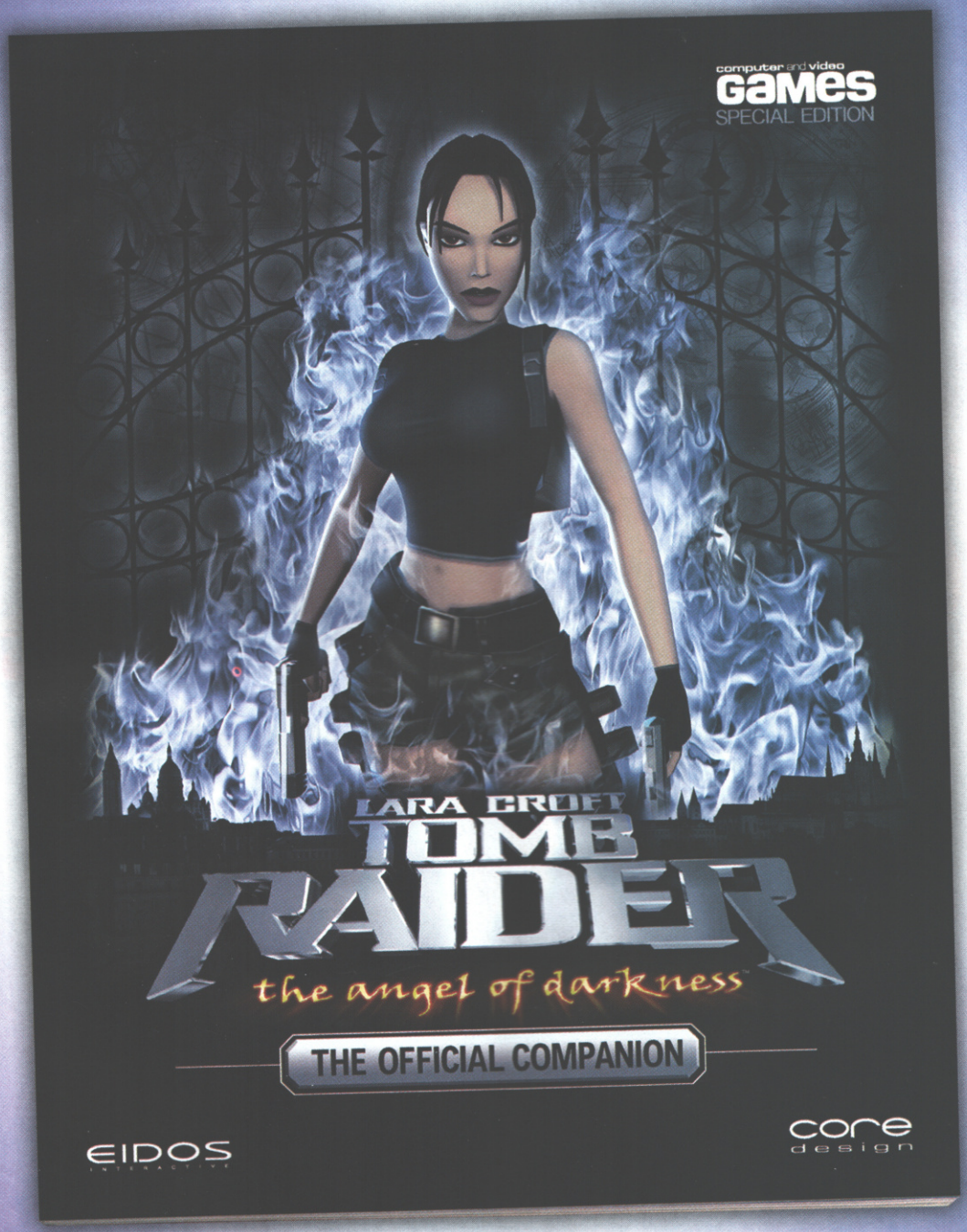
- Massive environments
- It's a long adventure
- Strong pacing and plotting

- Frustrating controls
- Feels and looks dated
- Over-reliant on jumping

7 OUT OF TEN

IF YOU LIKE THIS TRY THESE...

GO BEHIND THE SCENES OF LARA CROFT TOMB RAIDER: THE ANGEL OF DARKNESS



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HOW CVG'S PREVIEWS WORK

- PUBLISHER ACTIVISION
- DEVELOPER ACTIVISION
- OUT: DECEMBER 25

ONLINE GAMING | x16

IN A NUTSHELL

Hotly anticipated, super-realistic, sneaky covert-ops sequel to last year's first-person shooter. The team-orientated multiplayer mode encompasses a wide variety of objective-based missions.

GAMECUBE XBOX GBA

WWW.ACTIVISION.COM

ONLINE GAMING
Can you play the game online, against other gamers around the globe? Find out here

PUBLISHER, DEVELOPER AND RELEASE DATE
Who makes the game and when it's due out, to the best of CVG's knowledge

PLAYERS
How many people can play. If it's anything from one to 32, we'll put 32!

IN A NUTSHELL
A brief summary of what the game is like. If it's an update and CVG has already previewed it we'll also sum up stuff we've said before

FORMAT
The console we played the game on is highlighted red, but other formats it's coming out on are listed too!

WEBSITE
Want more info, more screens and to see it in action? Visit this URL!

THE BEST PICS
See exactly how good (or bad!) the game looks with CVG's sweet-as screenshots

INFO OVERLOAD!
What it's like to play, how it compares to other games and whether it's any good

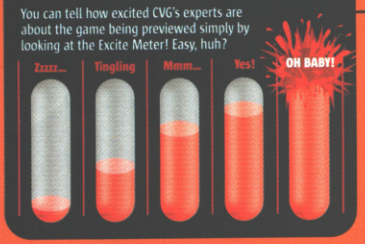
CVG OPINION
What we thought of the game, no matter what stage of development the game is at

WE LOVE
The good things we like about the game so far

WE HATE
The things we'd really like the developers to avoid including in the final game

WHAT THE EXCITE METER™ MEANS

You can tell how excited CVG's experts are about the game being previewed simply by looking at the Excite Meter! Easy, huh?



CVG OPINION: It's looking promising as long as the developer remembers to pay special attention to those dodgy AI routines! Otherwise this is coming along nicely **Mike**

WE LOVE:
- *Pretty explosions*
- *Brilliantly violent set pieces*
- *Strong soundtrack*

WE HATE:
- *The heroes are quite scarce*
- *No online option... yet*
- *Lack of blood*

EXCITE METER

BEYOND GOOD & EVIL

- PUBLISHER UBI SOFT
- DEVELOPER UBI SOFT
- OUT: NOVEMBER

ONLINE GAMING

IN A NUTSHELL

Reporter Jade and porcine pal Pey'J want to give Link and Zelda a run for their money in an enormous new game with fighting, stealthing, sailing, flying *and* gambling. Sounds like the perfect mixture to us.

GC XBOX PC

WWW.UBI.COM/UK

Take a whole carnival full of candy floss and a teenage party-full of cider, merge them with that tasty white cream you get in Mr Kipling's French Fancies and shove it all down the throat of Sony's Primal, *foie gras*-stylee, and you might end up with something a little like Beyond Good & Evil.

This brand new adventure game takes the same expansive worlds and Hollywood-busting narrative of Sony's game, along with the idea of having two lead characters with whom to fight and puzzle through the adventure. But it adds so much more of its own magic, it's like Davids Blaine and Copperfield have waggled their wands over the gaming mix.

If all reporters looked as sweet as Jade we'd all be going to journo school

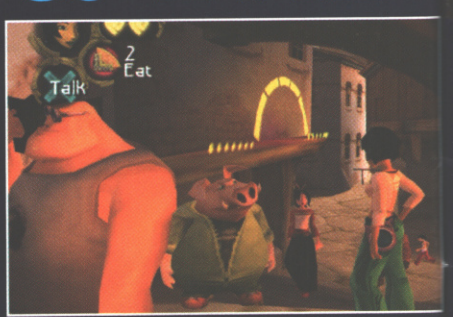
LIVE IN YOUR WORLD

You play as Jade, a photojournalist in a world that's sometimes a bit like ours, but often a whole lot weirder and more wonderful besides.

For a start, Jade's best pal Pey'J is a big fat pig (literally) who's big on action and small on manners. Her pals are a wild and varied mixture of different races, from the furry meerkat-like orphans she befriends to her sentient, sweet-talking software program Secundo. It's a mad world for sure, and one that's about to get a lot madder.

You see, war has broken out between the invading DomZ – a species of insectoid aliens – and the planet's saviour force, the Alphas. It's not long, though, before Jade becomes involved with a bunch of freedom fighters called SPOON who believe that the war is just

What foul new beast will be spewed forth from the DomZ' vortex next?



Explore the pedestrian district to find shops, gambling dens and people who hold information vital to your quest

When in your hovercraft you can press Triangle to call up a handy on-screen compass showing your destination

Jade's special throw attack gives a cool slow motion swirly effect

This sea battle comes right out of the blue and is a real early highlight

PIGS AND 'PUTERS

Come on now, what good is a beautifully created, hugely expansive world if there are no cool critters to inhabit it? No good at all!

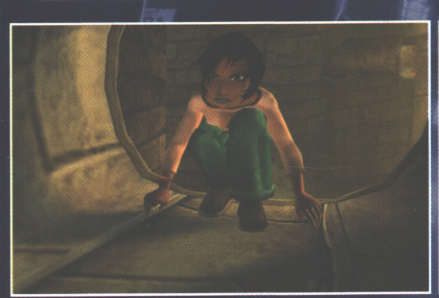
Luckily BG&E has a full cast of principal and supporting characters to meet, greet and sometimes beat about the head. Check out our beginners guide to who's who in Hyllis.

Photojournalist, freedom fighter and all round babalicious beauty: that's our Jade

Piggy pal Pey'j is your sidekick. Issue him with context-specific orders during play

Secundo is a computer program and has the Internet's worst Italian accent

The Mammago boys at the garage help you upgrade your hovercraft – for a price!



Jade's one of the more expressive games stars of recent times. It looks like there's something a bit pongy up ahead

This looks like air hockey but is actually a lot more complicated and involves betting large wads of cash!

propaganda concealing a much darker plot in which the DomZ and the Alphas aren't adversaries but co-conspirators.

All of this is playable and forms the amazing opening few hours of the game. You play through Jade's discoveries and her recruitment into SPOON and you can't help but get involved with the characters and care about what's going on.

EASILY BLAGGED UPGRADE!

It's fairly deep stuff, then, and the way the story is told is integral to the gameplay. Jade's job as a

CASH FOR QUESTIONS!

With more than 10.5 million game sales behind him, you'd think that Rayman creator Michel Ansel would be sunning himself on a private island, tended to by nubile lovelies.

But no. Instead, for the past three years, he and his team have been beavering away at a brand new videogame masterpiece. Here's what Michel had to say to us about his new blockbuster project.

Games: Could you talk about how open the game structure is? Are players given the opportunity to dip in and out of the main narrative between exploring the world, or is the action more tightly structured and driven by the story?

■ **MA:** *The game is structured around the physical world: the planet, the sea, the town. You move physically from one place to the other. There is no level system or cinematics that teleport you to another sequence. The player can go wherever he wants, whenever he wants. For instance, if he receives an email proposing a meeting, he can just go when he feels like it. If he prefers participating in a hovercraft race or needs to buy something before going to this meeting, then he can.*

The interest of the game lies in this sensation of freedom, which the player can increase by upgrading his vehicle, by buying a spaceship or being in contact with people who will allow him to infiltrate places that are forbidden.

Games: The characters and world of BG&E seem very different from those of Rayman. What are your main inspirations for the story and characters, in particular the main character, Jade?

MA: *We wanted to create a new, original world which would surprise the player while keeping quite a realistic and mature scenario. You can find this type of contrast in a number of Japanese animated films, such as the ones produced by the Gibli studios.*

Jade is not a character that 'explodes' like a one-off firework and after that nothing happens. She really has something special, patient and strong, that somehow contrasts with what she looks like. In the beginning of the game, you can see her mastering some very precise martial arts movements: that's what I like about her, this inner strength, this calm power.

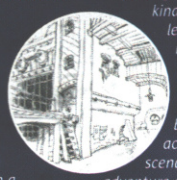
Games: Does your work on BG&E mark the end of the Rayman series and the start of a new franchise?

MA: *They are two different teams. Rayman will continue to exist on his own, while Beyond Good & Evil will explore new universes as well as developing new combinations of gameplay.*

Games: Who do you think BG&E is aimed at? Is it for older players or younger – or would you say that it is universal?

■ **MA:** *The scenario of the game takes you right in to what is a pretty complex story. We were aiming at an audience that has an awareness of themes such as propaganda, or more generally everything that relates to freedom in our modern civilisations.*

This is how this game is different from others – a bit like how The Simpsons is highly cartoony while treating many realistic themes.



Games: There are many action-adventure games due out towards the end of the year. How would you describe the unique experience of BG&E compared to its competitors – like, for instance, Jak II, Kya and Sphinx?

■ **MA:** *I think the term 'action-adventure' doesn't really mean much anymore. Just because a game has a scenario – or you have to pull a lever in it – doesn't mean it's an adventure game. You need an open game structure as well, and quite a large amount of freedom. It means resource management, encounters, putting together different kinds of information – less linearity is what makes more freedom. Many games today look like adventure games, but are more like action games with a scenario. Zelda is a pure adventure-action game, and we feel closer to that than we do to the next evolution of platform game.*

Games: At this stage of BG&E's development, what are you most proud of in the game, and most excited about giving to the gamers who will play it?

MA: *I think that this game offers many surprising moments. But mostly it keeps you in suspense about what's going to happen next. I think that's what I like most. You know, when you find out that with the spaceship you are going to be able to fly over the whole world and discover new things, the scope of the game takes on a whole new dimension. You really have to ask yourself: where is the next limit? We did everything we could to have strong sequences all the way through to the end of the game. We hope players will like it.*

GAMEPLAY GOODIE BAG

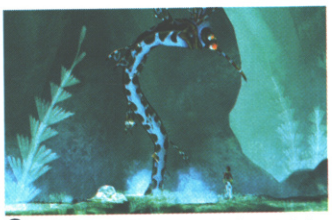
Beyond Good & Evil is more varied than a Christmas choccie selection box but don't just take our word for it.

Read what Michel Ansel has to say about all the different gameplay elements that make up his latest creation.

CVG We've seen lots of different styles of play in BG&E, from stealth sections to mini-games. Can you detail all of the different types of gameplay styles we can expect to see?

MA: *There are many things indeed, and the most important thing is that they are linked together through the story, and you pass fluidly from one to the other... Because you are an action-reporter, you can* ***take pictures****. As a reporter, Jade will have several contracts, that will go from taking pictures of animals (some dangerous, some not) to making reports for a rebel network.*

Don't forget to snap a sneaky photo in the heat of battle with this beast



He's bigger, but Jade's got the items to help

Taking pictures allows you to win money, but also makes the story progress by influencing the population who will decide whether or not they want to support your cause.

Stealth *is also linked to the fact that you are a reporter: you are paid to take risks and infiltrate secret places to find evidence. And* ***fighting*** *is of course also important, because you will necessarily meet obstacles on your road. The fighting is based on a 'shot distribution principle', plus combos, plus 'super-actions' and intervention of a second character that you can direct through a specific button.*

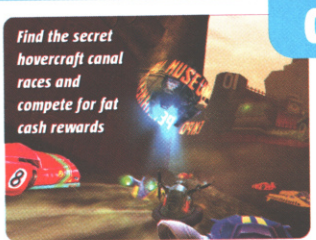
The fun thing about fighting is the fact that you can choose which enemy you want to attack, the weakest or the more dangerous. But you need to keep checking on your companion in case you need to help him (because if he dies, you die), or to perform an attack together. Later on in the game you will also have a weapon that will allow you to shoot at a distance, and another companion.

You have an ***object management*** *part, that allows you to manage your resources, upgrade a character, or have him equip items in readiness. The inventory also allows you to consult photos and reports, as well as read mails and look at the maps.*

Control the direction of strikes with the stick

Sneaking around is the only way to infiltrate

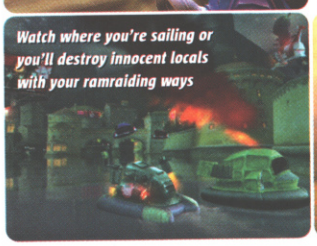
CANAL RETENTIVE



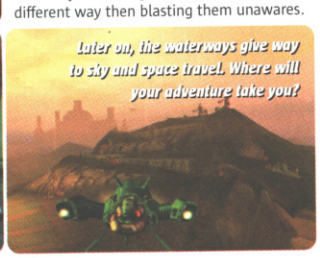
Find the secret hovercraft canal races and compete for fat cash rewards

The labyrinthine canals and waterways of Hyllis link different areas in the game and you're relatively free to explore them at will.

Of course, once you start messing with the Alphas you won't always be welcome everywhere and guard drones will brutishly escort you out of sensitive areas. Show them who they're dealing with by sneaking in a different way then blasting them unawares.

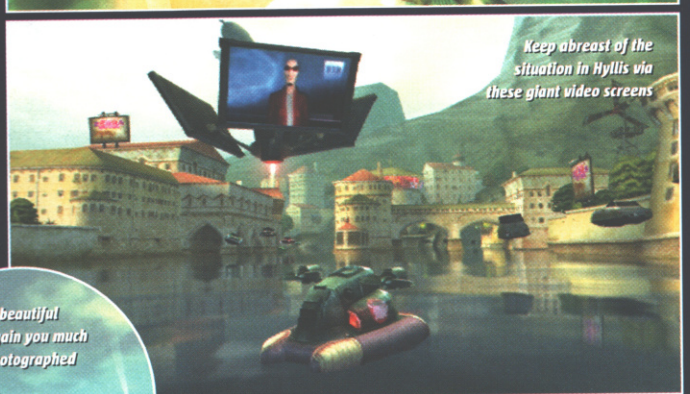


Watch where you're sailing or you'll destroy innocent locals with your ramraiding ways



Later on, the waterways give way to sky and space travel. Where will your adventure take you?

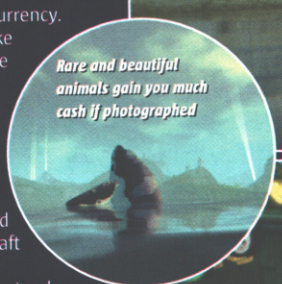
The wildly coloured streamers and trails from your battle stick are lush



Keep abreast of the situation in Hyllis via these giant video screens

Bob and weave to avoid this deadly gaze

Oink oink! Pey'J is gruff but useful in a fight as he unleashes special attacks at your command



Rare and beautiful animals gain you much cash if photographed

photojournalist means that she can snap away at creatures and bag scoops all the way through the game. Pictures of new animals are transferred instantly into currency. More important pictures like proof of the Alphas' alliance with the DomZ help to progress the story.

The action is anything but linear. In fact, we changed our minds mid-mission while exploring a jelly-infested cavern, turned tail and went for a hovercraft race, followed by a spot of gambling in a mini-game instead. We then used the money we won to buy supplies to make the cavern a bit less scary.

As the story progresses, so do your abilities. You help Jade and Pey'J learn new battle abilities and special puzzle-solving moves, as well as buying new parts to upgrade your hovercraft. You can even transform your craft into an airborne battle cruiser. The story and action leap, loop and take giant steps

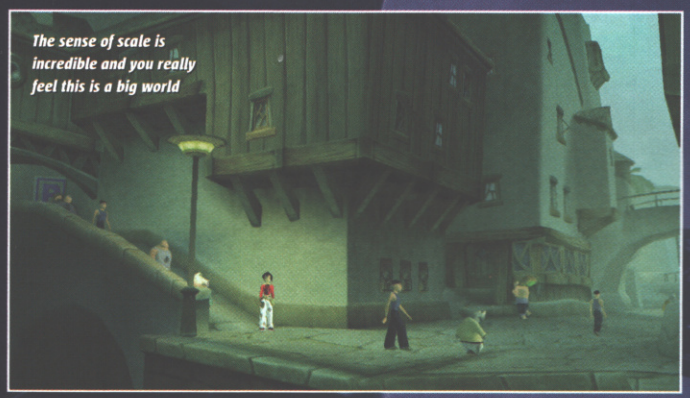
A quiet stroll turns into a good eavesdropping opportunity for Jade

Check new mail straight away for info

Because the world is huge, you have to **explore** it. You can do this on foot, where you can also buy objects or interact with characters, which will allow the player to better understand the universe of the game. You can also use your **hovercraft**. You can ride it on the sea and on the land, it allows you to explore freely, to participate in races, but also to defend or attack. You can upgrade it to further explore the world.

At the end of the game you can ride your **spaceship**, to experiment full 3D movement (looping, shooting, spinning...) and explore new environments. Finally, **mini-games** allow you to have plain fun and win money or items.

It's peaceful for now, but later the canals become a warzone to navigate



The sense of scale is incredible and you really feel this is a big world

Take to the skies and write your name in vapour trails for fun

Keep an eye on Pey'j's health cos if he dies, so does Jade!

DEATH FROM BEHIND!

One of the coolest things in BG&E is the way the game throws incredible filmic action sequences right at you, out of nowhere. Check out what happens when Jade gets jumped by the Alphas on the rooftops and has to run for her life!

hand in hand to make sure you're utterly surprised at where the game takes you next.

Beyond Good & Evil is far more of a Zelda-style adventure than a Jak & Daxter or Mario-style platform game. In fact, Jade doesn't even have a conventional jump move to negotiate platforms, and instead has to use teamwork to scramble over obstacles. As such, this is sure to stand head and shoulders above its nearest rivals this Christmas.

CVG OPINION

Sexy and sophisticated, with action set pieces to rival Hollywood's best. Sure to take the console adventure game to dizzying new heights. **Lee**

WE LOVE

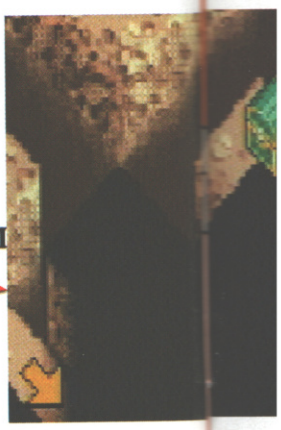
- *Beautiful and enormous world*
- *Multi-faceted and varied styles*
- *Quirky puzzles to solve*

WE HATE

- *The wait for a finished version*
- *It might get tainted with the Rayman stick*

boktai™

The Sun is in Your Hand



PUBLISHER
KONAMI
DEVELOPER
KONAMI
OUT SEPTEMBER

ONLINE GAMING

IN A NUTSHELL

As well as garlic and sharpened stakes, a particular pet hate of vampires is sunlight. Boktai is a vampire-busting adventure in the vein of Castlevania, but with an ingenious twist – you must use real sunlight to kill the bloodsuckers. Eh?

GAME BOY ADVANCE

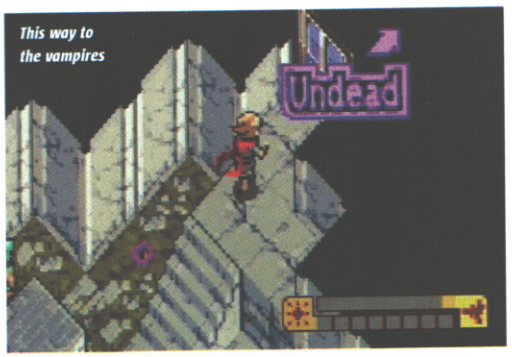
WWW.KONAMI.COM/BOKTAI

Hands up if you know the biggest problem with portable gaming. The poor show of hands proves the point – we're all lazy. The GBA was designed to be used anywhere, but the truth is, most people do so at home, indoors, hence the fuss over the lack of a backlit screen!

Enter Boktai, a game that will change all that, because it's going to get you off your lazy ass to play it. We're not talking about a Dance Dance Revolution-style exercise game here. Oh no, this is much cooler: a vampire-busting adventure where danger lurks around every corner.

LET THE SUN SHINE

Imagine the vampire-busting thrills of the GBA Castelvania titles, but played in a cool isometric 3D perspective. Throw in terrifying creatures and dungeons to explore. And

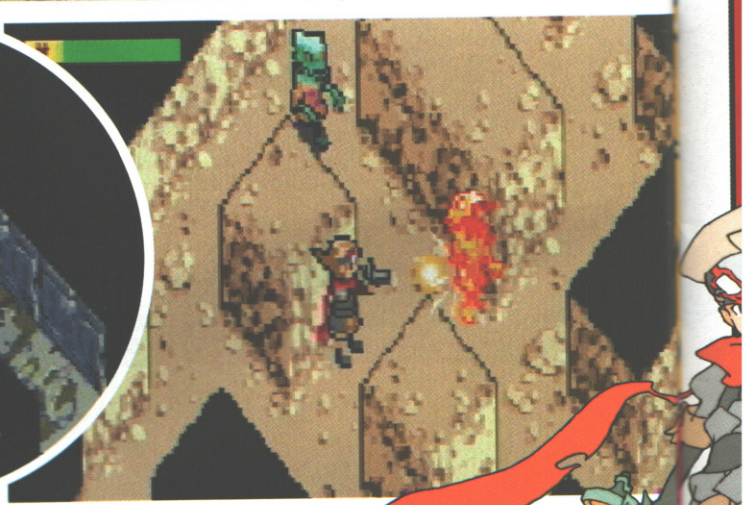


This way to the vampires

Purple coffins are obviously in with vampires

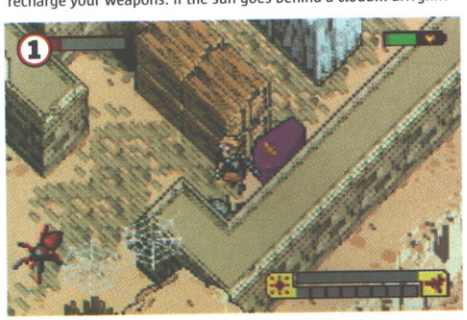
Defeat enemies with sun-powered weapons

Push wooden blocks to get to the secret goodies



VAMPIRE HUNTER

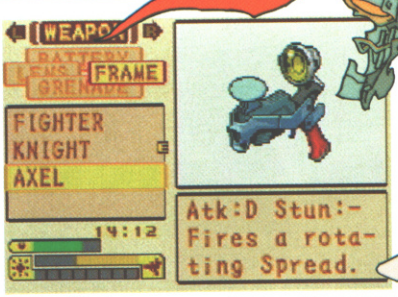
Natural sunlight both powers your weapons and disposes of the most pointy-toothed adversaries. The power and effectiveness of your weapons depends on the power of the sun. In the castles and dungeons where vampires like to chill out, shafts of sunlight will recharge your weapons. If the sun goes behind a cloud... arrrghh!



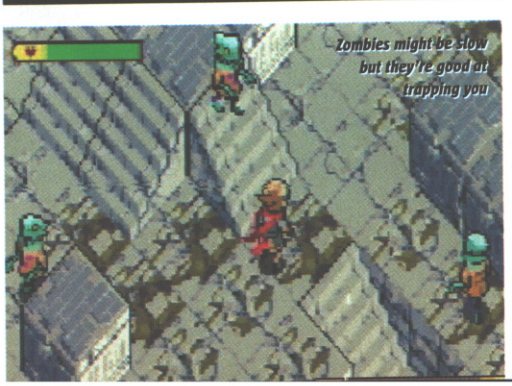
Vampires spend time asleep in their coffins during the day, but once night falls they get up and wander about

The vampire has been dragged out of his castle and into the open. But wait, the sun isn't out – you can't kill him!

Oops, looks like we took a wrong turn

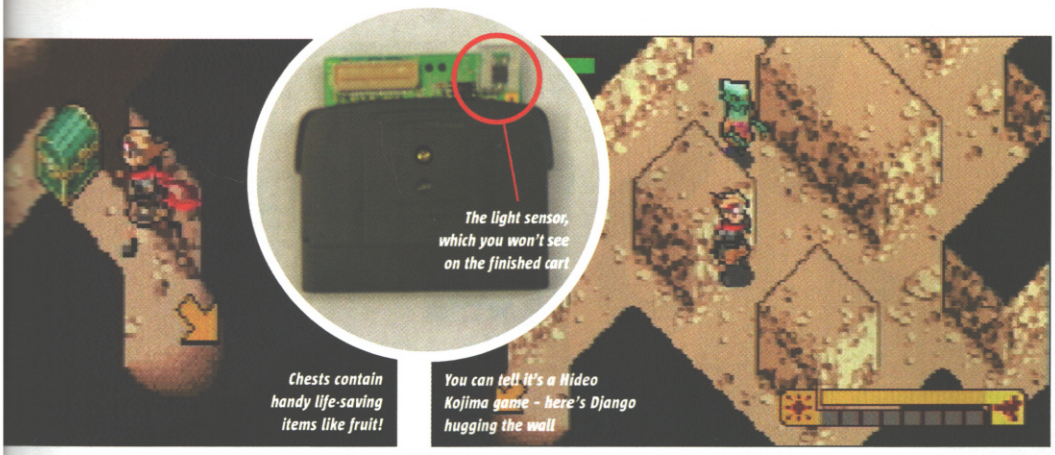


Change weapon specifications with power-ups



Zombies might be slow but they're good at trapping you

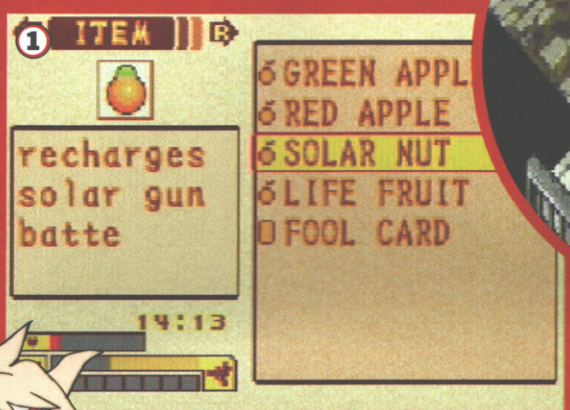
Django's dragging a coffin into the middle of the Pile Driver, a device that kills vampires



SUCH A PERFECT DAY

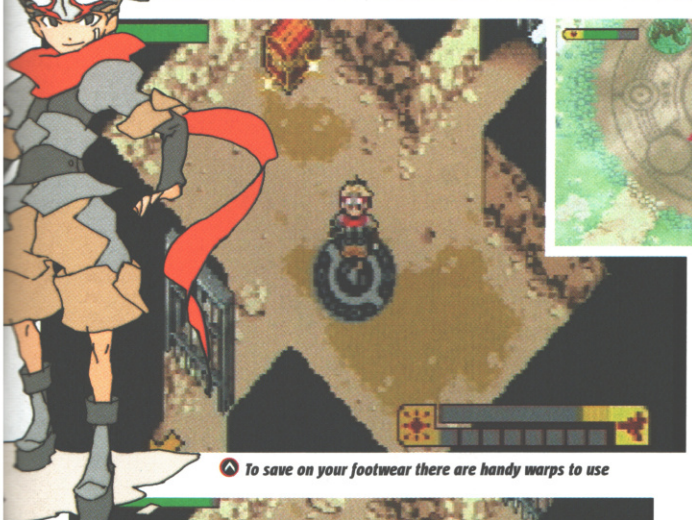
Requiring such strong levels of sunshine obviously means this isn't a game that you're going to get very far with at night. In fact the enemies in the game are far stronger under the cover of darkness, especially the vampires – as you might expect.

There are places to store sunlight in the game, like deposit boxes, and power-ups that allow you to explore more at night, but until you find them, this is a game you won't want to play in the dark.



Solar nuts are dropped by defeated enemies. You can use them when there's no sun

Look out if you're trapped in a dungeon with no sunlight to recharge your weapon



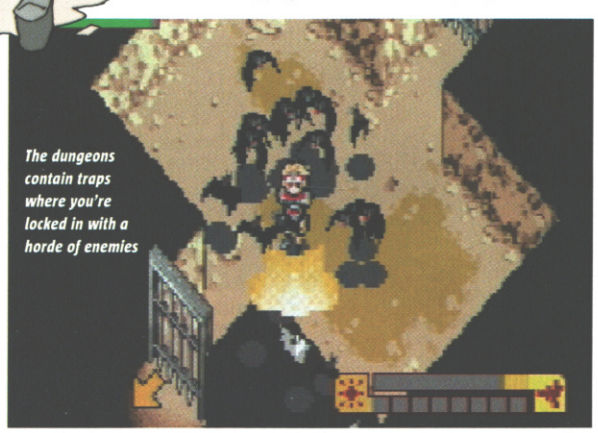
To save on your footwear there are handy warps to use

Charging the solar panels allows you to destroy vampires

guess who created it? Hideo Kojima, the brains behind the Metal Gear Solid series. Excited yet?

The big surprise in Boktai, though, lies inside the game cartridge: a light sensor that reacts to sunshine. Vampires and sunlight. Hmm, interesting.

Of course, vampires hate ultra-violet rays, and you have the power of sunlight in your hand – if it's not cloudy outside. Vampires can only be killed in the brightest sunlight, meaning you're going to have to watch the weather forecast, then get off that sofa and venture outdoors. Scary, huh? CVG



The dungeons contain traps where you're locked in with a horde of enemies

CVG OPINION

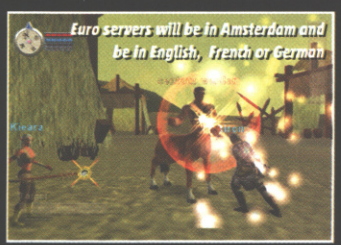
Making Boktai a game that you can only play in the right conditions is a smart idea and makes the adventure feel more real. Good stuff indeed. **Alex H**

WE LOVE
- Harnessing the power of the sun!
- Awesome graphics
- Coffin-dragging action

WE HATE
- Dodgy at night
- Overcast weather

EVERQUEST ONLINE ADVENTURES

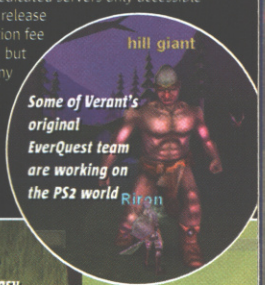
PUBLISHER: SONY ONLINE ENT.
DEVELOPER: SONY ONLINE ENT
OUT: TBC
ONLINE GAMING
MMO
WWW.EVERQUESTONLINEADVENTURES.STATION.SONY.COM

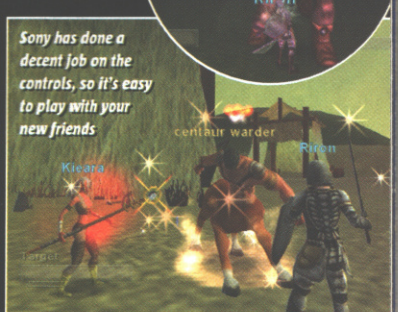


No self-respecting goblin-fancier hasn't heard of the mega-selling PC MMORPG EverQuest games, and EOA is a reworking of that experience on PS2. The huge, evolving online world with masses of quests and characters is all there, but key features, controls and even the setting have been overhauled for the console market.

There's way too much new content and changes to detail here, but key emphases seem to be ensuring EOA is easy to pick up and accessible to low-level newcomers further down the line, while remaining challenging for higher levels. Restricting parties to four players that can only be a few levels apart plus level restrictions on items should stop twinking and power levelling, and encourage players to tackle it as intended – as an adventure.

For European release, not only does EAO contain visual and audio enhancements the US won't have until the Frontiers expansion, but there'll be three dedicated servers only accessible to Europeans. The release date and subscription fee have yet to be set, but to keep it fresh Sony will be constantly working on new content – quests and features, including auctions.





WE LOVE
- Console MMORPG hits Europe
- Lots of new features
- Evolving game world

WE HATE
- Europe might not be ready...
- Paying for DSL and monthly subscription fee

ALIAS™

Eccentric boffin Marshall supplies Sydney with many an ingenious gadget

■ PUBLISHER
ACCLAIM
■ DEVELOPER
ACCLAIM
■ OUT: AUTUMN

ONLINE GAMING

IN A NUTSHELL

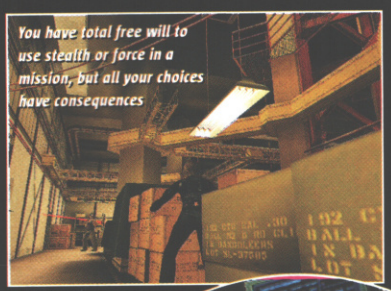
Stylish spy caper based around the hit TV show that on first look appears to benefit from close cooperation with the show's production team.

WWW.KONAMI.CO.UK/HOME/GAMES/MUSIC/INDEX.ASP

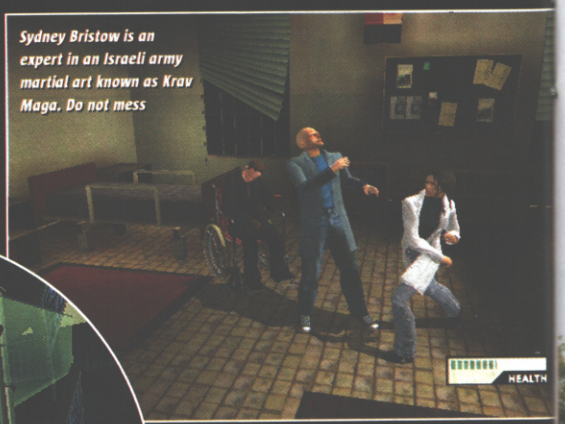
There's nothing more annoying than finding your partner has left a grimy ring around the bath, particularly when it consists of their own blood, guts and gore.

Such is the predicament of one Agent Sydney Bristow in the opening episode of smash-hit spy series, Alias.

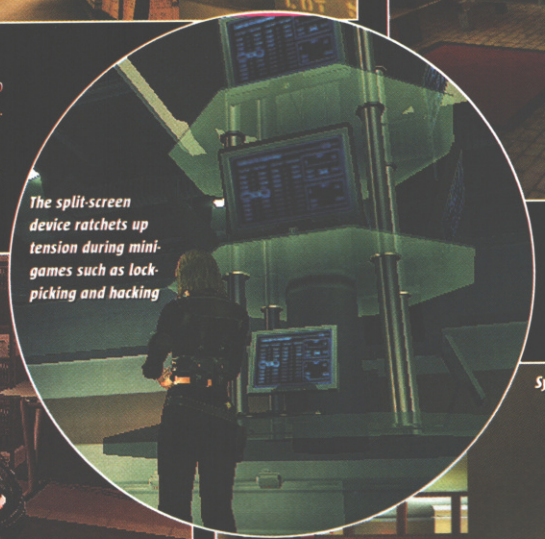
After a quick scrub around with the Flash, Sydney vows revenge, subsequently attempting to destroy evil crime syndicate SD-6 from within, while also doing double agent duty with the CIA. No wonder she needs so many wigs. The game starts after the shock cliffhanger at the end of Series 2 with Sydney still gunning for hairy SD-6 head honcho Arvin Sloane.



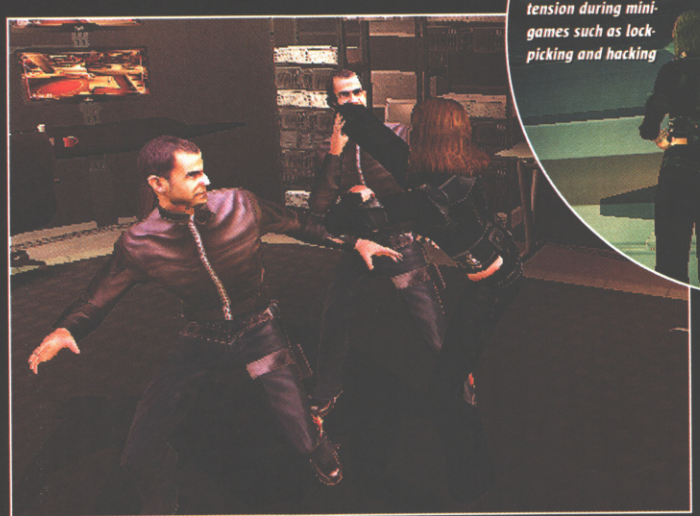
You have total free will to use stealth or force in a mission, but all your choices have consequences



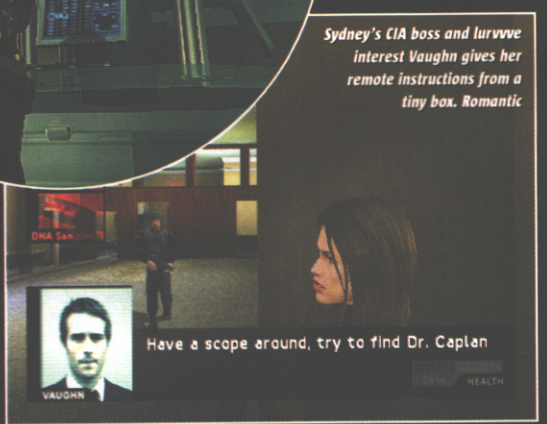
Sydney Bristow is an expert in an Israeli army martial art known as Krav Maga. Do not mess



The split-screen device ratchets up tension during mini-games such as lock-picking and hacking



There are many specialised Disarm Moves to learn, including the sneaky Fake Surrender bluff



Sydney's CIA boss and lurvvve interest Vaughn gives her remote instructions from a tiny box. Romantic

SNAKE VS SYDNEY

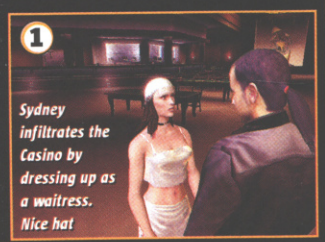
Apparently the Alias bigwigs are avid gamers: they told Acclaim that they were desperate for the show to be turned into a game and allowed unprecedented behind-the-scenes access to the Acclaim Cheltenham team.

The official Alias script-writers lent their weight to the plotline, all the actors, including burgeoning star Jennifer Garner, provide their own voices and all faces were photo-referenced for maximum authenticity. Much effort has also been made to give the gameplay as many layers and facets as the show itself with the use of mini-games, split-screen and interactive environments. You can even use kitchen utensils as makeshift weapons. Gives new meaning to 'mashing potatoes'.

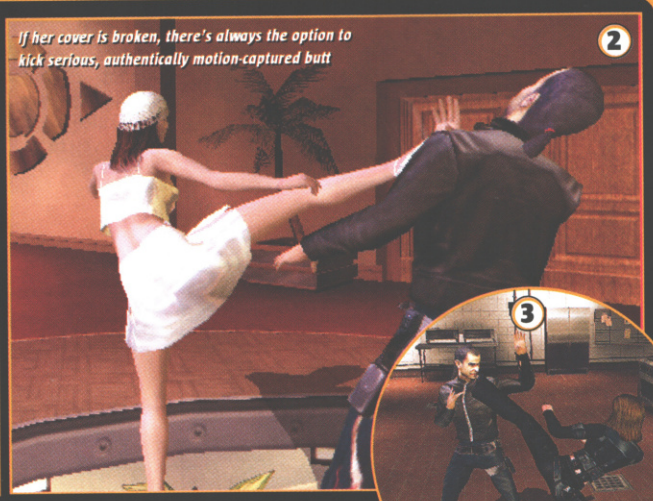
It's early days for Alias the game, but we're intrigued.

CASINO ROYALE

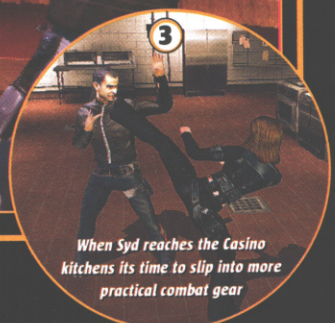
Just like in the show, Sydney gets to strut her funky stuff in some exotic locations, including Saudi Arabia, Hong Kong, Rio, and er, a lunatic asylum. Although there are only six missions in the game, they are broken up into several large locations where Agent Bristow can show off her full range of skills and costumes. The lavish backdrop of a Monte Carlo Casino is one such example.



1 Sydney infiltrates the Casino by dressing up as a waitress. Nice hat



2 If her cover is broken, there's always the option to kick serious, authentically motion-captured butt



3 When Syd reaches the Casino kitchens its time to slip into more practical combat gear

CVG OPINION

We've only seen one level so far but the emphasis on stealth, some intelligent espionage choices and nice details make this an exciting prospect. **Maura**

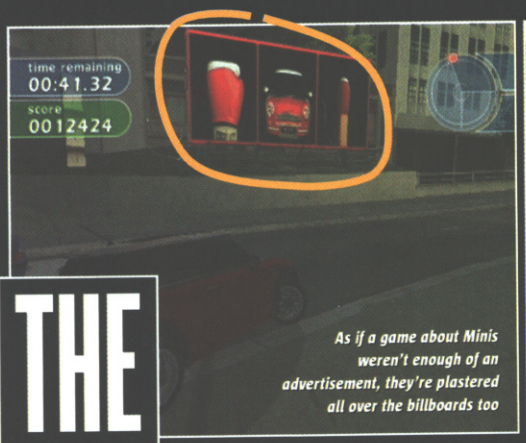
WE LOVE

- Glossy detailed environments
- Star voice acting
- Authentic martial arts

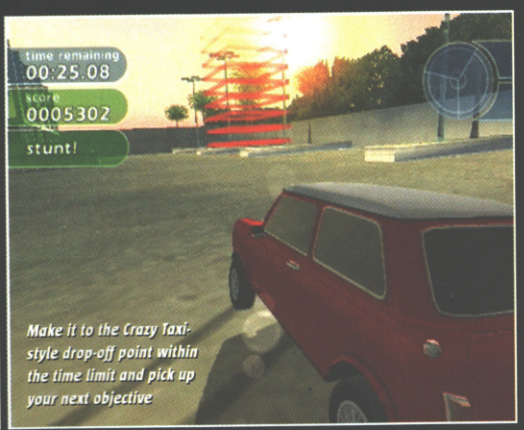
WE HATE

- Vaughn not playable
- Might be too short

LIFE IS SWEET
Skittles
© Masterfoods 2003



As if a game about Minis weren't enough of an advertisement, they're plastered all over the billboards too



Make it to the Crazy Taxi-style drop-off point within the time limit and pick up your next objective

THE ITALIAN JOB

- PUBLISHER: EIDOS
- DEVELOPER: CLIMAX
- OUT: SEPTEMBER 5

ONLINE GAMING

IN A NUTSHELL

It's time to shoehorn yourself into the coolest midget-mobile on the planet, tear up the streets of Los Angeles and tackle awesome stunt courses as Climax's nippy new arcade racer pulls up in a town near you.

XBOX GC

WWW.EIDOSINTERACTIVE.CO.UK/GAMES/EMBED.HTML?GM

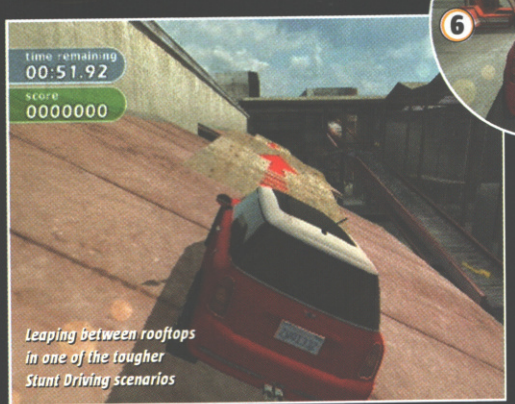
Who's shaping up to be this year's biggest action movie superstar? Keanu? Cruise? Nope. There's a new hero in Tinseltown, ready to steal the limelight... the new Mini!

Having saved the world from spindly-legged Martians by cleverly luring them across cattle grids, the zippy little motor is now helping crafty crooks nick off with $28 million in gold bullion in this summer's heavyweight Hollywood remake of The Italian Job.

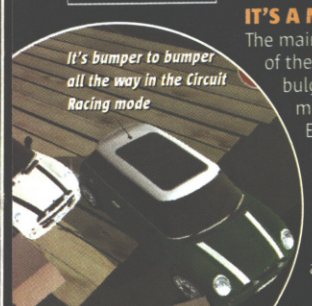
Planet Of The Apes hotshot Mark Wahlberg and Fight Club psycho Edward Norton head up the all-star cast. But the new Mini is set to hog all the attention thanks to all the mental stunts it pulls off. It's these daredevil action-packed shenanigans that developer Climax has focused on for the game of the film.

IT'S A MINI ADVENTURE

The main Story Mode follows the plot of the movie, and each stage is bulging with objectives that mirror events from the film. Every challenge must be completed within the tightest of time limits, which forces you to slip on your Crazy Taxi driving gloves and drive like a total fruit loop. All 15 missions are tightly woven together



Leaping between rooftops in one of the tougher Stunt Driving scenarios



It's bumper to bumper all the way in the Circuit Racing mode

There are no four-player modes or online options. Phooey!

CAR-DIAC ARREST

The Stunt Driving mode is where the real heart-pounding action lies. It's like Monkey Ball with a car.

When you first clap eyes on the sorts of courses you've got to conquer within the suffocating time limits, you'll choke – they're spectacularly awkward. The platforms that you must shoot along are stupidly narrow, and the slightest slip-up means it's all over.

This course is one of the 'easiest', apparently. Yikes!

Line her up nicely, floor it, and fly

Keep your Mini well balanced

It's a bit like walking a tightrope

There are loads of obstacles for you to negotiate your way about

Yank the handbrake...

...and make a dash for it

Smashed glass explodes into the camera when you crash into other cars

with stylish cutscenes featuring real footage from the film, giving the whole experience that extra splash of blockbuster glitz and glamour.

The in-game action isn't looking too shabby either. The cars look super-crisp and the sun-drenched streets of LA are rammed with heaps of stunt hotspots and destructible pieces of scenery. You get to blast through outdoor café seating areas, bust up other vehicles and jump off rooftops behind the wheels of both the classic Mini, the new Mini Cooper, and a handful of other unlockable motors that appear in the film.

THE PAY-OFF

Once you complete a mission or stunt course, you're rewarded with a grade based on your performance to add replay value.

But the proper gifts such as unlockable cars, movie stills, development drawings and storyboards, can be accessed as and when you clock each of the game's main play modes.

Unlock a whole catalogue of exclusive action shots from the movie when you complete the Story Mode

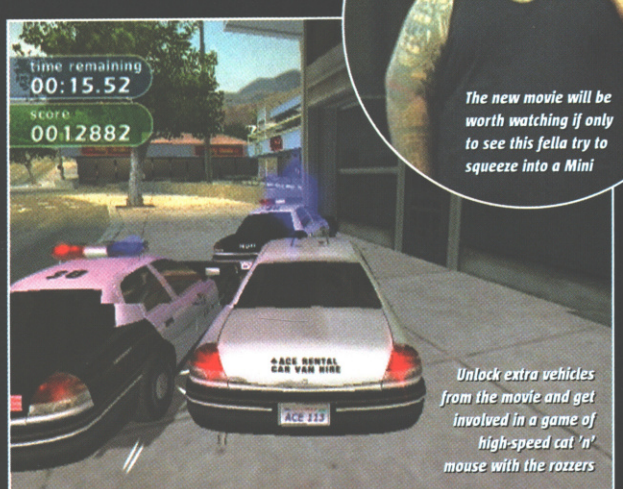
HANDLE WITH CARELESSNESS

Even though it's still a few month's off, Climax has almost got the handling of the Minis down to a T.

This isn't Gran Turismo so don't expect realistic controls. These diddy driving gems handle how you'd hope stunt-happy Minis from The Italian Job should in a reckless arcade game. You can throw them around corners and handbrake-turn with tons of speed and precision, enabling you to tackle seemingly impossible driving scenarios. Like the crazy maze courses in the Stunt Driving mode, which call for you to pull off the kinds of high-speed hair-raising manoeuvres that would make most stunt drivers soil their jumpsuits.

Fair enough, The Italian Job isn't chauffeuring many new ideas into the arcade racing genre but it's a slick package with tons of manic arcade stunt action and should tickle the fancy of any petrol-head with a soft spot for the coolest small car ever made.

The new movie will be worth watching if only to see this fella try to squeeze into a Mini



Unlock extra vehicles from the movie and get involved in a game of high-speed cat 'n' mouse with the rozzers

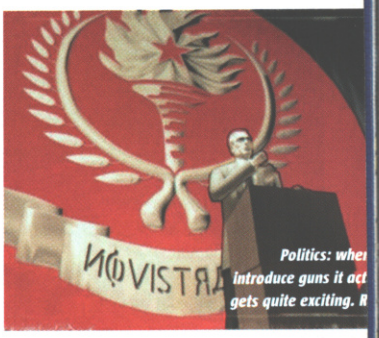
CVG OPINION

The nail-biting Stunt Driving courses and frantic movie-based missions promise to make The Italian Job a fun four-wheeler well worth a test drive. **Mike**

WE LOVE
- Intense Mini mayhem
- The Stunt Driving is a blast
- Tons of unlockables

WE HATE
- The action is isolated to LA
- Only multiplayer action for two

EXCITE METER



Politics: whe introduce guns it act gets quite exciting. R

PUBLISHER EIDOS
DEVELOPER ELIXIR STUDIOS
OUT: SUMMER
ONLINE GAMING
PC CD ROM
WWW.ELIXIR-STUDIOS.CO.UK

REPUBLIC THE REVOLUTION

A game encouraging us to maliciously defame people? Fantastic, especially now that CVG's own Hairy Cornflake, Paul, has shorn off his much-libelled barnet.

Destroying people's reputation is just one of hundreds of devious political manoeuvres you'll use to overthrow the fictional former Eastern Bloc state of Novistrana in this strategy sim.

Recruiting new agents, instigating riots, building crime gangs and disseminating propaganda in real time across dynamic city environments to build up a powerbase against equally Machiavellian enemies may sound like Syndicate meets GTA, but Republic plays a bit like a board game, and is more Eidos's Gangsters series meets Sim City.

You orchestrate it all mainly from the 2D top-down map screen, with key events enacted for you in 3D, punctuated by the odd mini-game. You can switch to 3D at any time and see what's going on closer up, though you can't take direct control of the agents in this mode.

It's not one for action junkies – even strategically it's a slow-burner, with juicy stuff like political assassinations not coming until much later – but for the more cerebrally inclined gamer, it's a worthy enough offering.

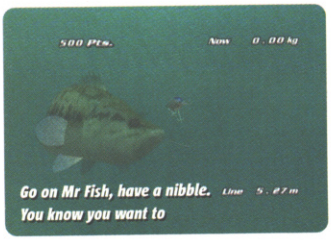
Looks quiet, but it's actually a seething hotbed of political dissent

Key events appear as cinematics using the in-game engine, but you can control the camera

WE LOVE
- Deep strategic challenge
- Purist approach
- www.novistrana.com

WE HATE
- No option to take direct control of individuals in the 3D city

EXCITE METER



Go on Mr Fish, have a nibble. You know you want to

PRO CAST FISHING

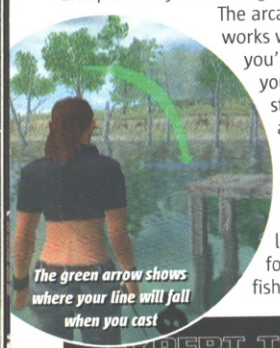
- PUBLISHER: CAPCOM
- DEVELOPER: CAPCOM
- OUT: SEPTEMBER
- ONLINE GAMING
- WWW.CAPCOM.COM

The popularity of fishing games might seem baffling to some, but there's something strangely appealing about the quiet simplicity of pitting your humungous human brain against that of the humble fish.

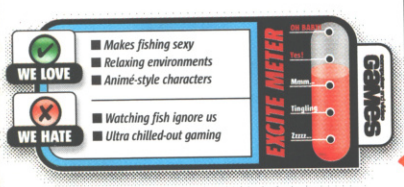
Capcom's latest contribution to the genre attempts to convey the guilty pleasure of luring fish to their doom in pleasant surroundings. You get to choose from three professional fishermen all vying to become supreme Master Bass Fisherman.

There are three main gameplay modes. In Arcade mode you have to catch as many Bass as possible within a strict time limit to earn high rankings. In Simulation mode it's size that matters most. The bigger the Bass you catch, the more points you earn to spend in the shop on anything from speedboats to magic hats.

Meanwhile, in Free Fishing mode you can chill out, enjoy the scenery and practise your casting skills. The arcade style works well, and you'll find yourself strangely addicted to choosing the right lure or bribing the local expert for the latest fishing tips.


The green arrow shows where your line will fall when you cast

You can visit the scary Hell's Angel to catch all the lastest fishing gossip. Strange



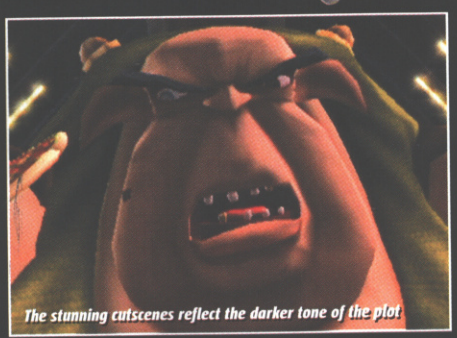
JAK II RENEGADE

- PUBLISHER: SONY
- DEVELOPER: NAUGHTY DOG
- OUT: OCTOBER
- ONLINE GAMING

IN A NUTSHELL

Bat-eared Jak and his rat-like buddy Daxter return in a 3D platforming action sequel that looks set to make the original resemble little more than a stick-man flicker book.

WWW.NAUGHTYDOG.COM


The stunning cutscenes reflect the darker tone of the plot

That purple lightning is Jak's Dark Power, the by-product of Dark Eco torture. Shiver

Two years on from the events of the first game Jak and Daxter find themselves in a dark, malevolent cityscape, as grimy and industrial as their homeland was green and pleasant. After being tossed into jail and tortured, Jak's mad as hell and out for revenge.

DROP-DEAD GORGEOUS

The two early levels we've been playing this month represent a tiny sliver of the overall gameplay. Pumping Station is a cooperative mission where you protect a soldier called Sig while he destroys five Metalheads.

There's not too much precision jumping going on; it's all about following orders and blasting marauding critters to bits. Good fun.

Strip Mine is more difficult, revolving around the tricky art of jet-boarding. You can attempt to jet-board right through to the end of the level, avoiding combat while suffering a thousand sudden deaths as you plummet down caverns. Or you can finish on foot, shooting your way through the enemy hordes and cursing the harsh life gauge that only allows four hits before you have to start over.

It's frustrating at times, but this is an early build, so we're hoping the finished version will be more forgiving.

JET-SET JAK

In the first game Jak zoomed around on a mini-hovercraft. In Jak II he gets to grind, twist and jump Tony Hawk-style on a sparkly jet-board, with Daxter acting as a furry counterweight.

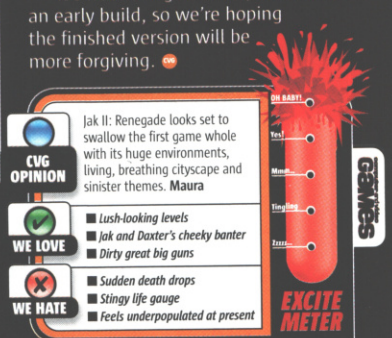
It looks easy, but jet-boarding through the Strip Mines takes practice and skill

It's too bad that you can't jet-board and shoot at the same time

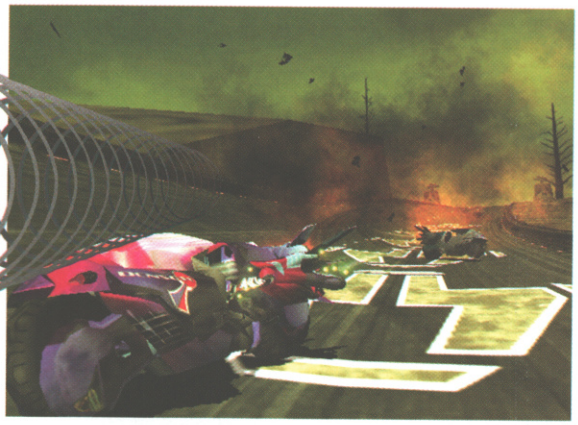
Jak's expressive eyebrows furrow deeply as he ponders how to best seek revenge

The introduction of big fat guns is another welcome improvement

Sig is probably miffed because Jak's goggles are better than his



XGRA
EXTREME G™ RACING ASSOCIATION



Each track surface handles differently depending on which bike you use

- PUBLISHER ACCLAIM
- DEVELOPER ACCLAIM
- OUT: JULY

ONLINE GAMING | PS2 x2 | XBOX x4

IN A NUTSHELL

Shiny happy prequel to futuristic racer Extreme-G3 that aims to shift the emphasis away from basic arcade action and towards career and strategy elements.

XBOX GC

WWW.ACCLAIM.COM/GAMES/XGRA

Faster than you can say 'Wipeout', the XGRA developers hold up their hands and admit to the classic Psygnosis sci-fi racer being a prime source of inspiration.

Now they're taking the space race to the next level, expanding on the flashy arcade groove of Extreme-G3 with the addition of an extensive Career mode. Each player starts out as a knock-kneed novice and claws his or her way up through the ranks to eventually become World XGRA champ.

ORIGINAL SINN

In an effort to create a futuristic biker version of a full motor sport season, there are eight different racing teams vying for your services, all of which have their own unique sponsors, liveries and team rivalries. There's even a sinister underlying plot revolving around the dodgy activities of SiNN, the sports broadcasting service, adding to the frenetic atmosphere with wacky commentaries and cutscenes.

As for the gameplay, the go-faster stripes on the looping, undulating tracks coupled with the blurry hyper-speed visuals help to create a realistic impression of extreme velocity. Zooming through the vast environments and blasting your rivals into oblivion is certainly a huge kick, but will it have long-term appeal? Stay tuned for more updates.

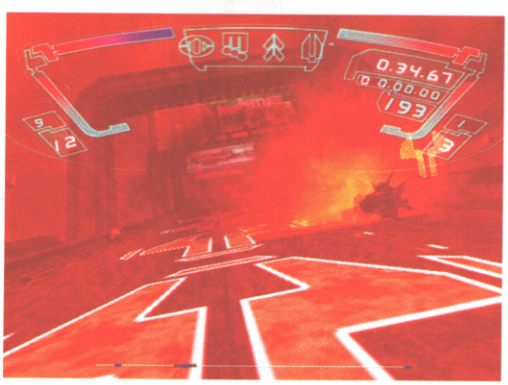
CONTRACTUAL OBLIGATIONS

You can choose to play as one of eight characters, ranging from South African hacker Romulous to Russian temptress Katarina. It's up to you to decide how to develop your career, as rival teams queue up to offer you racing contracts. You'll also be asked to undertake secondary missions during race meetings, such as tearing down posters and eliminating rivals.

1 You start off as an innocent young biker, blissfully unaware of the cut-throat ways of the racing scene

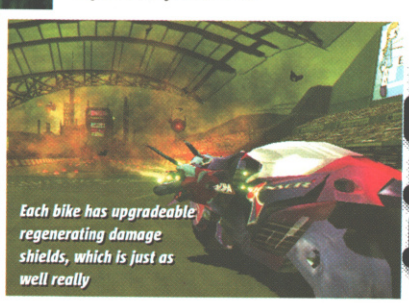
2 By the end, you're a hardened champion with the meanest, spikiest bike

There are 16 new weapons, including the Nuclear Beam. Come get some!



The designers of XGRA profess to be fans of Wipeout. Can you tell at all?

There are lots of unlockable goodies, including cybernetic implants and new tracks



Each bike has upgradeable regenerating damage shields, which is just as well really

CVG OPINION

The high-octane action will certainly appeal to fans of Wipeout and F-Zero, while the idea of an F1-style career mode sounds interesting. **Maura**

WE LOVE
- Breathless gameplay
- Huge interactive environments
- Intense character rivalry

WE HATE
- For racing fans only
- Could get repetitive

EXCITE METER

PRINCE OF PERSIA

THE SANDS OF TIME

PUBLISHER
UBI SOFT
DEVELOPER
UBI SOFT
OUT: NOVEMBER

ONLINE GAMING

IN A NUTSHELL

Puzzly platform gaming icon returns amidst a blinding sandstorm of amazing visuals, tricksy traps and incredible time-shifting gameplay features. This little gem should give Lara a proper run for her money.

GC
XBOX
PC

WWW.PRINCE-OF-PERSIA.COM

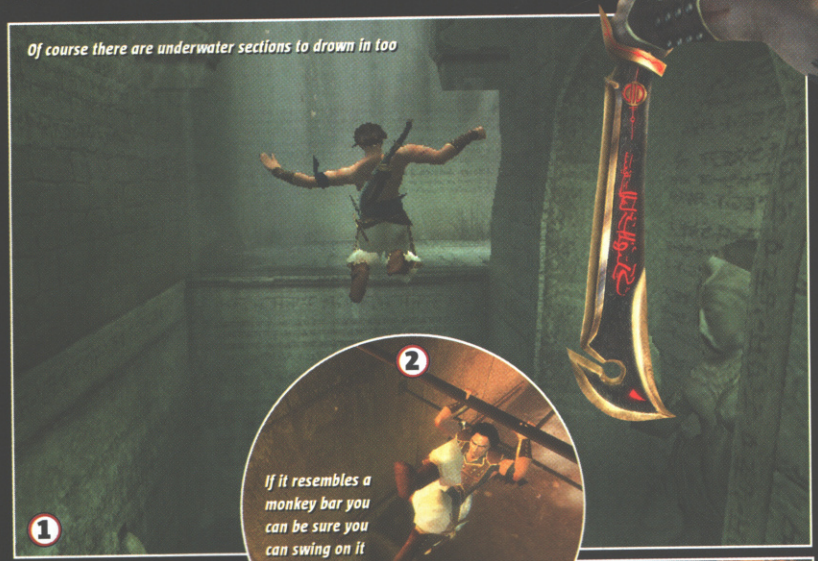
Originality may indeed be on its deathbed, but when a new game uses other people's ideas as majestically as Prince Of Persia, who gives a steaming poop?

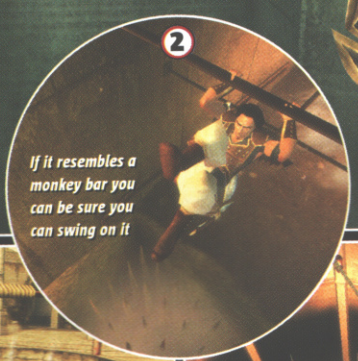
Taking the platform puzzle game star of old and transferring him into a next-gen universe, Prince Of Persia looks like it'll rewrite the rulebook on adventure games. What makes it so promising is its daring mixture of gaming ingredients. The environments are pure Indiana Jones, the puzzles Tomb Raider, the agility of your hero lifted straight from Devil May Cry and the ability to control time has a strong catty whiff of Blinx about it.

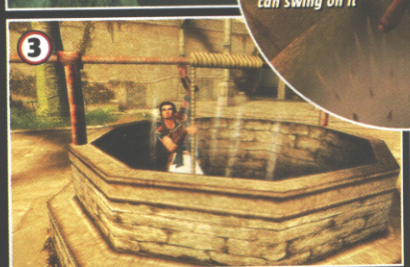
But POP does more than just borrow all of the cool bits from some of the best games of recent years and chuck 'em together. No, sir, this thing's got *soul* as well.

THE PRECARIOUS PRINCE

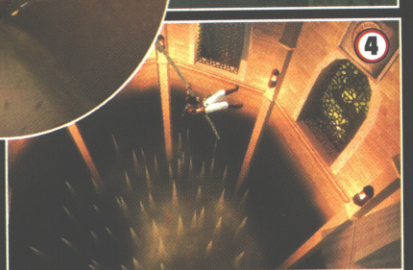
If you're going to take on a challenge with as much heft as this, you're gonna need some nifty moves. The Prince is well up to the task, with acrobatic moves to rival a whole casino-full of Cirque Du Soleil freaks, and the ability to slink more stealthily than an alley cat wearing slippers made from moss.





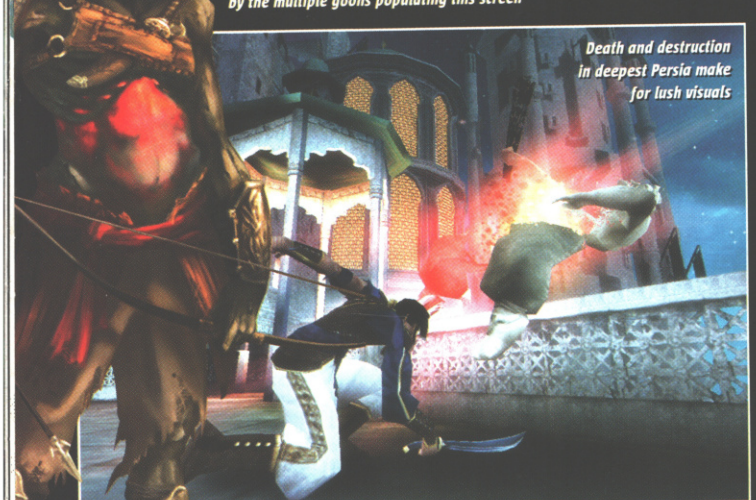


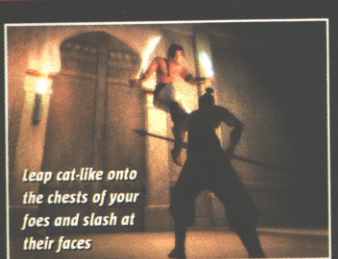
Use the scenery to discover what lies beneath

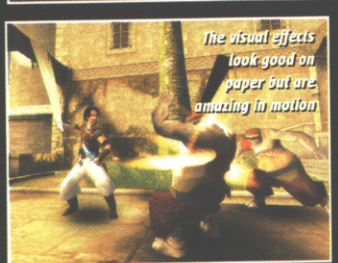


'Danger' should be the Prince's middle name

It's not just one-on-one combat, as you can see by the multiple goons populating this screen







QUICK LIKE A CAT

From the settings and character design to the action, Prince Of Persia has the word 'quality' written through its middle in sweet, sweet candy. The Prince, for instance, has intricate facial animations and grows as a character throughout the adventure. His ideals change from eager young upstart to determined saviour of his world. You can even see his physique and condition alter accordingly.

The Prince's moves rival anything Dante has up his Diesel-clad sleeves in Devil May Cry. You can wall-run, leap, flip and destroy enemies in so many acrobatic ways each one is sure to bring a smile to your face.

The story concerns the Prince righting a wrong he has committed by unleashing the ancient spirit of The Sands Of Time upon the world.

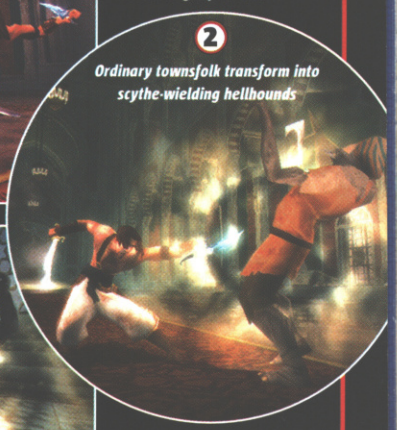
The Prince makes like Buffy and stakes his foe into a billion pieces

Knock your enemies round and round and upside down. And try not to fall over

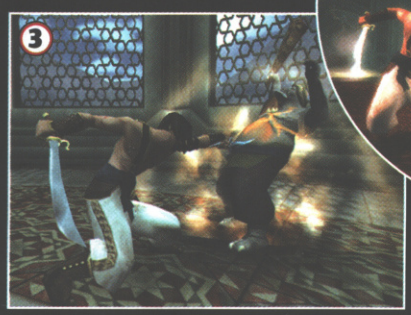
SANDY SANDWICH

There's more to worry about in Prince Of Persia than getting sandy boots. The Sands Of Time can absorb any living thing, and transform it into a demonic version of its former self. You can sometimes see the same effect in your girlfriend's mum. Destroy the demonic form and the people and animals return to their natural state and you're one step closer to saving the world. Phew!

Silent knight? Not likely with that bloomin' great axe. Luckily our Prince has the moves to get past him



Ordinary townsfolk transform into scythe-wielding hellhounds



Even the friendly granddad types are horribly mutated into portly devils. It's a harsh world out there in Persia

This would make for a brilliant movie poster – someone write a script

He may not have many weapons, but his pecs make up for it

The Prince's foe disintegrates into golden dust: beautiful!

But that's just the beginning of an immersive adventure scripted by the creator of the original games, Jordan Mechner.

TIME BANDIT

It's all great stuff but it gets even better, like the way you can use magic to control the flow of time in the game.

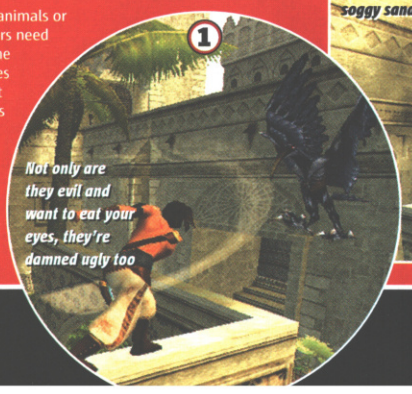
The Prince has five different time-shifting abilities. You'll need to call on all of them at some point in order to traverse the devious, trap-filled levels and take out the enemies infected by the Sands of Time.

The most ingenious of these abilities is the power of Revival, where you can rewind time to moments before you fell to your death in a trap and tackle it a different way, or rewind to avoid an enemy's death blow. Other abilities help you by freezing time, slowing and speeding it up and even letting you see what traps and enemies are lying in wait in the rest of the area you're in.

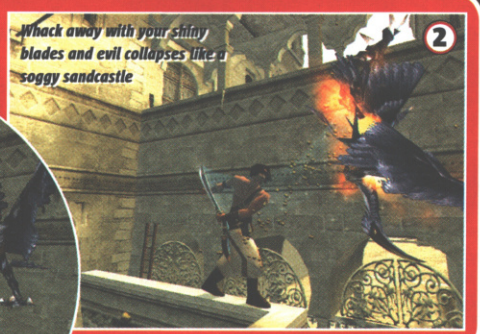
It's all part of what's shaping up to be a quality, must-have game that's sure to cast a spell on players this Christmas. CVG

MAKE BILL ODDIE WEEP

We're not into cruelty to animals or anything, but when critters need the demonic Sands Of Time exorcised from their bodies we'll happily club away at baby seals or feed pigeons pellets of breaded bicarbonate of soda. We don't recommend you actually do this at home, though – not unless your 'hood is under threat from evil sand spirits, anyway.



Not only are they evil and want to eat your eyes, they're damned ugly too



Whack away with your shiny blades and evil collapses like a soggy sandcastle

CVG OPINION

This is already looking and playing like the zenith of action-adventure games. Sure to be one of the biggest and best games out this year. **Lee**

WE LOVE

- Unbelievably beautiful to look at
- Incredible acrobatic moves
- Controlling time rocks hard

WE HATE

- The Prince doesn't have a huge number of weapons
- Steals ideas (but so what?)

JUDGE DREDD

DREDD VS DEATH

- PUBLISHER: VIVENDI UNIVERSAL
- DEVELOPER: REBELLION
- OUT: AUTUMN

ONLINE GAMING | x4 CONSOLE | x32 PC

IN A NUTSHELL

2000AD's anti-hero goes first-person shooter, delving deep into Dredd's universe for style, plot and humour. This offering is structured more like a traditional shooter but with some neat gameplay features adding off-mission variety. Xbox and GC versions are now confirmed too.

PC
GC
XBOX

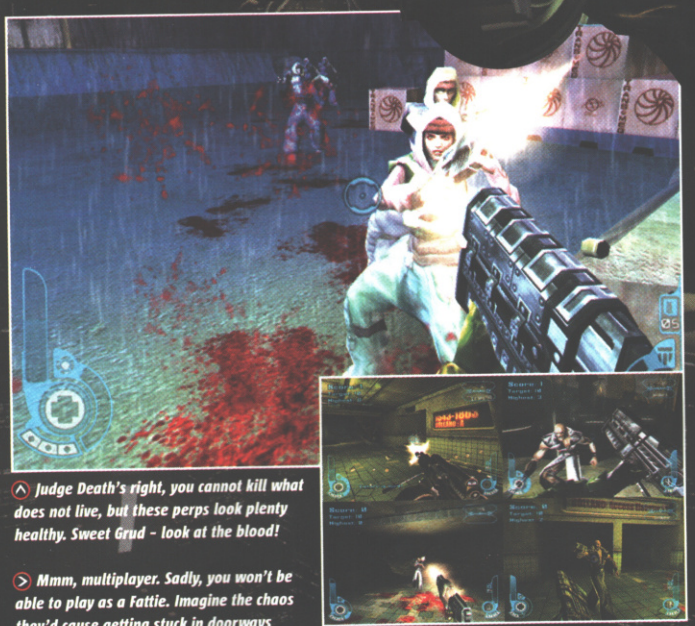
WWW.REBELLION.CO.UK/GAMES-DREDD-INDEX.HTML

UPDATE!

For a quarter of a century he's been the law. Comic book anti-hero Judge Dredd has fought just about every conceivable kind of perp, perv and parasite – from chest-burster Aliens and undead evil über-judges to god-like telepaths – been shot to pieces countless times, cloned, quit, executed thousands of perps and mercilessly nuked an entire Sov Mega City, all in the name of justice.

His adventures have featured some of the best storylines and most original sci-fi concepts we've ever come across, and virtually a month doesn't go by without CVG's oldest Dredd-heads noting that some 'new' movie or videogame idea was actually featured in an old issue of 2000AD. He *should* be bigger than Spidey, Super-Man and X-Men put together. We blame Stallone.

So forget the stinky movie. And Gremlin's rubbish PSone Dredd game. Even those really old, halfway-decent 16- and 32-bit ones. It's a whole new ball game now. Aliens Vs Predator



Judge Death's right, you cannot kill what does not live, but these perps look plenty healthy. Sweet Grud – look at the blood!

Mmm, multiplayer. Sadly, you won't be able to play as a Fattie. Imagine the chaos they'd cause getting stuck in doorways

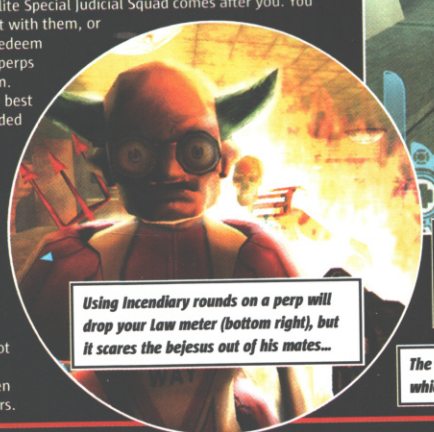
Disco-dancing zombies – just another night at the Ryder Mega Mall. Dredd ain't laughing though

I AM THE LAW... METER

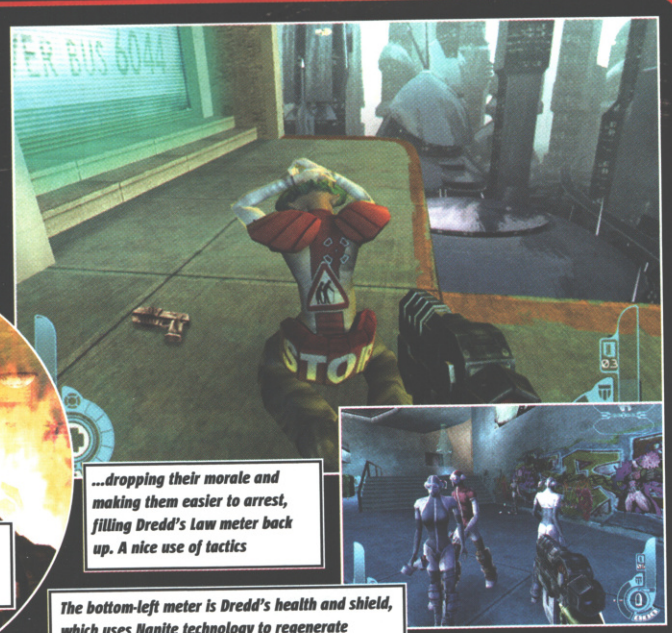
The stress of being judge, jury and executioner can sometimes make even Mega City One's finest go on a Futsie rampage, dispatching citizens, perps and fellow judges alike. Dredd Vs Death has a nice take on how to deal with these GTA tendencies, enabling you to blow off some steam without turning the Justice Department into a sham and generally ruining the atmosphere.

Dredd's Law meter drops every time you commit needless massacres like executing a surrendered gang member for tagging, until eventually the elite Special Judicial Squad comes after you. You can try shooting it out with them, or you can at any time redeem yourself by arresting perps instead of killing them.

Alternatively, the best judges will get rewarded for keeping their Law meter topped right up. So, for instance, if you arrest enough perps in one chapter to sentence them to over 1000 years in total of Iso-Cube time, you'll unlock cool features like arcade-style Survival and Walter The Wobot Rampage modes, or some of the 25 hidden multiplayer characters.



Using Incendiary rounds on a perp will drop your Law meter (bottom right), but it scares the bejesus out of his mates...



...dropping their morale and making them easier to arrest, filling Dredd's Law meter back up. A nice use of tactics

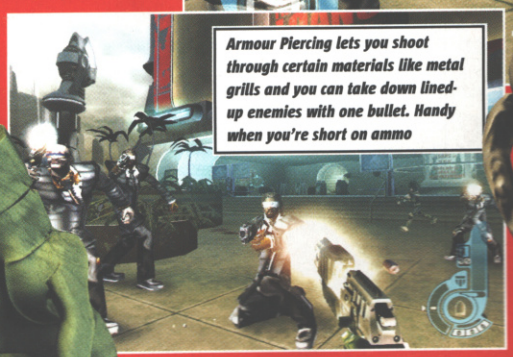
The bottom-left meter is Dredd's health and shield, which uses Nanite technology to regenerate

SIX O' THE BEST

DvD's arsenal is drawn from the comics, like the crowd-clearing Arbitrator shotgun and FPS-obligatory Lawrod sniper rifle or choking Stumm gas grenades. For obvious reasons the ludicrously powerful Stub gun didn't make it.

Pick weapons up from fallen enemies, though not judges' primary Lawgiver weapons, which explode if anyone but the owner uses them. DvD has around 10 weapon types, but the Mark III Lawgiver alone has six different firing modes. Besides its standard rapid-firing mode, you have High-Ex, Armour Piercing, Heat Seeker, Incendiary and Ricochet bullets. Remember that ammo is limited or you may end up taking on a Mega Mall full of zombies with Dredd's fist. Lucky there's an auto-aim option, then.

Ricochet is especially useful in enclosed environments, pinging all over the place and increasing your chances of taking down multiple enemies around corners



Armour Piercing lets you shoot through certain materials like metal grills and you can take down lined-up enemies with one bullet. Handy when you're short on ammo

Incendiary burns the skin off enemies, leaving just their bones for a corpse, while Heat Seekers are useless against undead like vampires

Crotch shot – ouch! The only way you'll stop some enemies is to take their heads clean off

DREDD-SPEAK

CVG's one-stop guide to the Mega City One lingo

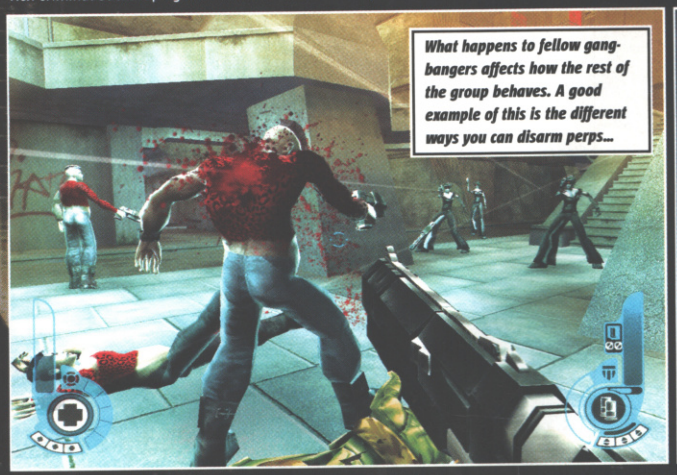
BOING: Rubber-like substance used to trap the corporeal forms of the Dark Judges
DARK JUDGES: Deadly foursome from another world, hell-bent on judging Mega City One's citizens for the crime of life itself. They are Mortis, Fear, Fire and the boss himself, Death
FATTIES: Cult-like hobby of massively overeating. Even has its own Olympics
FUTSIE: Future Shock Syndrome, where citizens can't cope with high-tech living and freak out
ISO-CUBE: Prison isolation cells
JUDGE DREDD: Aka Stony Face. First name Joe. The city's most famous lawman, though not it's most senior
JUSTICE DEPARTMENT: Made up of Mega City judges, who both set the law and enforce it in post-democratic Mega City One. Empowered to carry out on-the-spot sentencing, including instant execution
LAWGIVER: A judge's gun
LAWMASTER: A judge's heavily armed hi-tech motorbike
MEGA CITY: Giant population centres. Like countries in their own right, usually built on top of old cities. New York is buried beneath Mega City One
MEGA MALL: Makes Sheffield's Meadowhall look tiny
PSI JUDGES: Use their Psi powers to help the Justice Department get inside perps heads
RESYK: Where all human corpses go to be recycled
RICO DREDD: Joe's evil clone brother
SPECIAL JUDICIAL SQUAD: Judges who judge the judges
STUB GUN: Most deadly hand-held laser ever, can cut almost anything in half. Except a Frey Bentos pie
STUMM GAS: Riot control gas
UNDERCITY: The remains of old New York, lying beneath Mega City One
WALTER THE WOBOT: Dredd's lisping houth wobot

YOUR MOVE, CREEP

Dredd's comic strips have come up with some of the maddest, baddest, funniest and most charismatic sci-fi villains ever, and Mega City One's tribal gangs are perfect fodder for videogames, so Rebellion isn't short of ideas for creating a rich criminal backdrop against which to set the main plot.

But smart enemy AI is essential if your videogame is to survive now that FPS Block Mania has taken over every console. DvD has gone down the 'fuzzy logic' route, meaning baddies are smart enough to decide how they want to react to a situation, rather than rely on scripting. So, less predictable scenarios and more replay potential. One time a perp may put his hands behind his back to be cuffed and go quietly, next time he may suddenly pull a concealed gun and start blasting.

Just don't go expecting über-bosses the Dark Judges to surrender themselves to you. Each has his own level, special attacks (Fear throws mantraps, while Mortis has a ranged Touch Of Decay attack) and they can't be killed – destroying their corporeal form merely sets their spirits free, and it's game over. We thought we'd leave you to figure out how to trap them yourselves, though we can tell you there isn't a Boing gun.



What happens to fellow gang-bangers affects how the rest of the group behaves. A good example of this is the different ways you can disarm perps...

Besides shooting guns out of their hands or sneaking up behind them, you can also kill all their friends or take down the leader so the rest give up

developer Rebellion actually owns the 2000AD comics, which means its first Dredd game taps into old Stony Face's universe like never before.

What's emerging is something aiming to deliver a fast-paced, fun shooter that stays true to the comics without going visually as far as, say, Ubi Soft's XIII or Capcom's Killer Seven. Instead of 'flat' cel-shading and comic-book effects, DvD's Asura engine is a 'graphic novel renderer', mixing comic colouring with a more realistic feel, right down to ragdoll physics.

With unfettered access to the geniuses behind the comics plus the full back catalogue of stories, the plot's certainly up to scratch too.

Centring around a company called Pet Regen that's behind a new craze for making pets into glove puppets, they accidentally unleash an undead plague – a situation which a Death Cult tries to exploit to bring Dredd's arch nemeses, the Dark Judges, back to destroy Mega City One.

Maybe Death's right and you cannot kill what does not live, but you can certainly have a blast trying.

"Night fever, night feverrr..." Shoot him Joe, that pose is as good as a crime

TOTAL BLOCK WAR

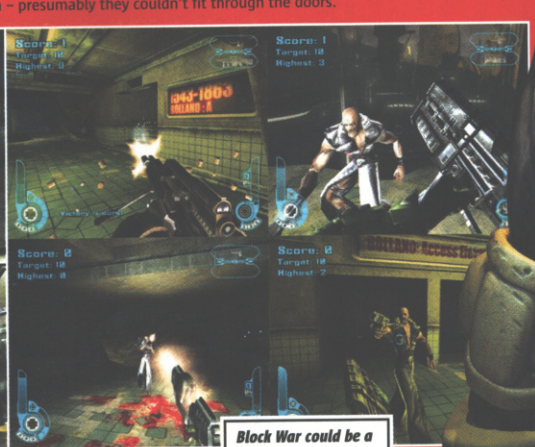
Co-op mode is in there, and the good news is that Dredd Vs Death's large environments load smoothly even in split-screen on PlayStation 2.

Peppered with 2000AD's trademark black comedy – like dancing zombies – it already feels a lot more fun than, say, Wolfenstein co-op on Xbox, though don't expect Halo's you-drive I-shoot sections, as DvD doesn't have any vehicles.

Multiplayer also has some interestingly themed twists on familiar team-based modes of play, with Umpty Raid similar to one-flag CTF, Informant forcing the judges to defend their helpless nark, and kills replenishing constantly decreasing health in Vampire.

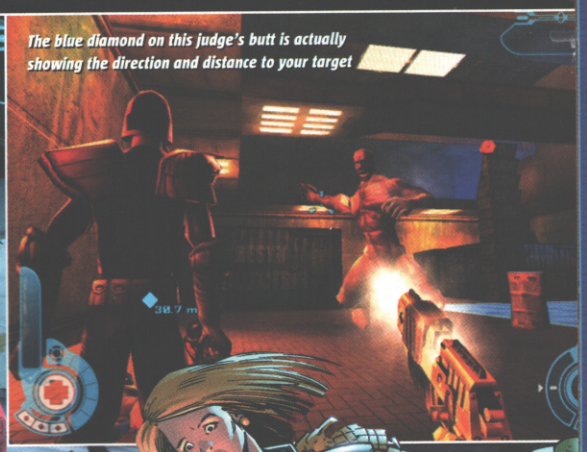
Bots should liven up the console four-player games, but GameSpy's match-up software should make 32-way PC fragging where it's at. No Fatties skins, though – presumably they couldn't fit through the doors.

We hammered co-op mode playing as Dredd and sexy Psi Anderson, but finished code will probably feature Dredd and his bad boy brother Rico



Block War could be a corker, with teams firing missiles from apartments at different levels before storming neighbouring blocks

Protect your fellow judges and they'll help you clear out levels


The blue diamond on this judge's butt is actually showing the direction and distance to your target

MEGA CITY WON-DERFUL

We could give you 50 reasons why Stallone's movie didn't do Dredd justice, but one pretty big one was its failure to paint a proper picture of Dredd's hometown Mega City One, every bit as much the star of the comics as big-chin himself. An omission DvD is working hard not to repeat.

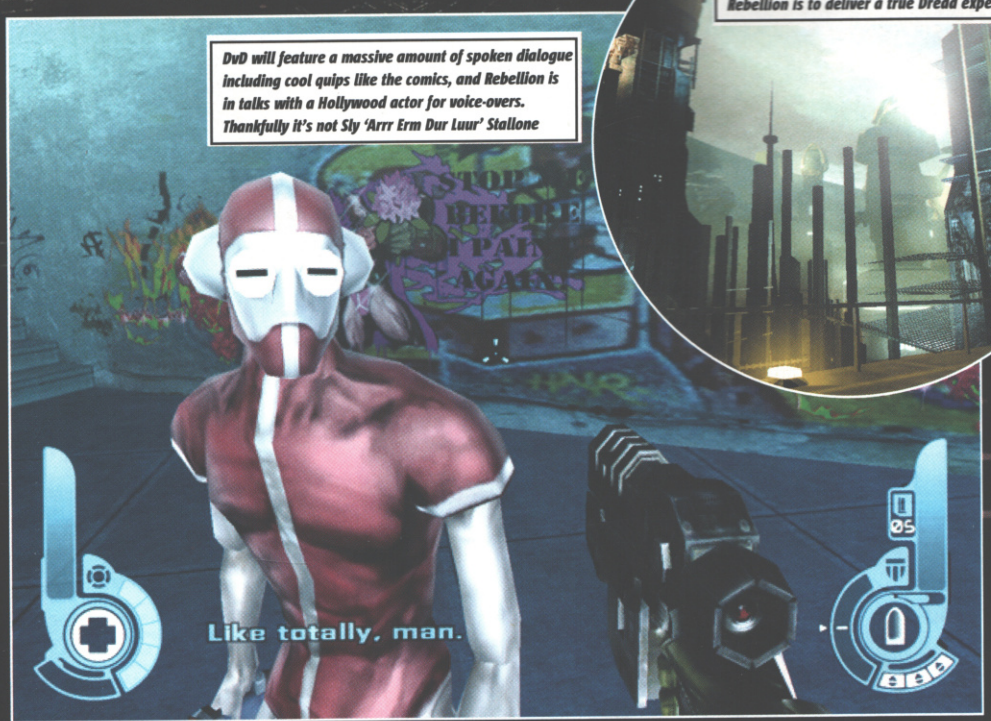
Environments are huge, seemingly filled with hover traffic zipping between blocks, which disappear upwards as far as the eye can see and drop down into the depths of the UnderCity built on the ruins of the old city. It's packed with many of the wise-cracking gangs, groups and prophetic sci-fi gadgets featured in the comics, from Eldsters and Med Judges (like moving health packs) to cleaner robots and holographic ads.

Great effort is being taken to stay faithful to the comics and create a 'living' city, but this isn't GTA. The game is split into separate chapters set in different sectors of the city, and though you might see blocks in the distance that feature in the story later on, it's level-based and essentially linear, albeit with large environments and sometimes multiple routes. From what we've seen so far, objectives are of the 'find keycode' and 'rescue hostages' kind, with the action coming thick and fast.

A diamond icon helps you track your primary target, though objectives can change with the plot, plus there may also be more than one way to achieve them. So instead of storming right in to capture a Death Cult leader, Dredd might arrest some disciples and frisk them for access codes, or maybe blow up oil drums to distract them. Replay should be interesting too as some pick-ups and enemy spawning locations are randomised.

Getting the feel of the city right is essential if Rebellion is to deliver a true Dredd experience

If the dead are comng back to life, who'd want to work recycling corpses at Resyk?


DvD will feature a massive amount of spoken dialogue including cool quips like the comics, and Rebellion is in talks with a Hollywood actor for voice-overs. Thankfully it's not Sly 'Arrr Erm Dur Luur' Stallone

Like totally, man.

The sun rises over old London town... sorry, wrong city.

CVG OPINION

The most complete and true-to-the-universe Dredd to date, but will it push the shooter envelope enough to be a must-have even for non Dredd-heads? **Pete**

WE LOVE

- Pure Dredd!
- Large levels, no load times
- Cool Law meter mechanic

WE HATE

- Is it too rich a universe to fit into this sort of FPS?
- The facist judges!

THE GREAT ESCAPE™

The bigger the size of your gun, the more pain you will be able to inflict. Makes sense

- PUBLISHER SCI
- DEVELOPER PIVOTAL GAMES
- OUT: AUG 29

ONLINE GAMING

IN A NUTSHELL

It's on the telly every Christmas, and now The Great Escape is coming to your Xbox with a game combining a heady mix of stealth, combat and chase sequences.

PS2 PC

WWW.SCI.CO.UK/GAMES

Some licences make sense, others are just obviously out there to make a load of money. Occasionally, you get one that's a complete head-scratcher.

The Great Escape on Xbox definitely falls into the latter category. However, its potent mixture of prison breaks, motorbike chases and the opportunity to kill Nazis could prove bewitching. The action is pitched somewhere between the tactical elements of Metal Gear Solid and the World War II shenanigans of Medal Of Honor, mixing stealthy cunning and gun-blazing bravado.

WE HAFF VAYS OF MAKING YOU PLAY

There are four characters from the film present in the game, including the dashing Steve McQueen-played hero. All have their own story strand, which takes place in a locale specific to that story and features its own inventory of weapons and vehicles, meaning there's plenty of nice detail and variety.

In the version we've played, the weapons-select system is a little awkward, requiring you to more or less pause the game while you choose the appropriate weapon. In the middle of a gunfight this pulls you out of the action somewhat. The targeting system is a bit awkward too.

However, with the plentiful variation in the gameplay, we're remaining optimistic for the finished version.

Eat grenade, Nazi pig dog

Take out the searchlight before they spot you

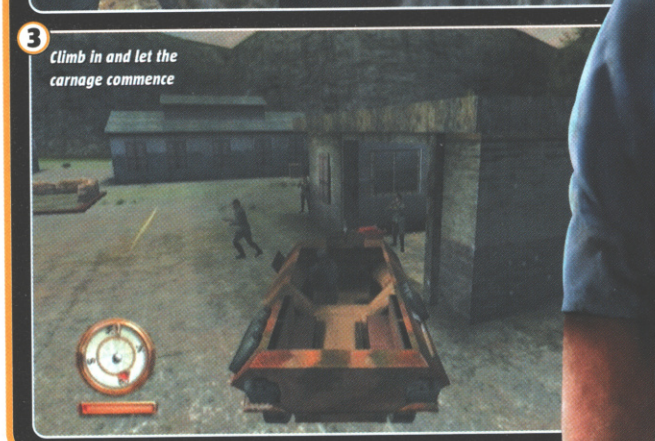
The disguise doesn't appear to fool anyone

TANKS A LOT

Every now and again it's necessary to pilfer some transport from those accommodating Nazi chaps. Well, if they will leave this stuff lying around.

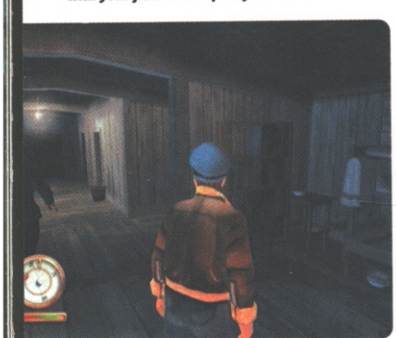
1 Clout the unsuspecting mechanic to stop him alerting the guards

2 Use the wrench to fix the out-of-commission tank



3 Climb in and let the carnage commence

If you run out of ammunition, just wade in with your fists as weaponry. No bother!



The Nazi soldiers take room inspections very seriously. Doesn't look like much could hide here

CVG OPINION

Unlikely to topple MoH or MGS from their thrones but we're hopeful that the perennial Christmas film favourite will make a decent game. **Paul A**

WE LOVE

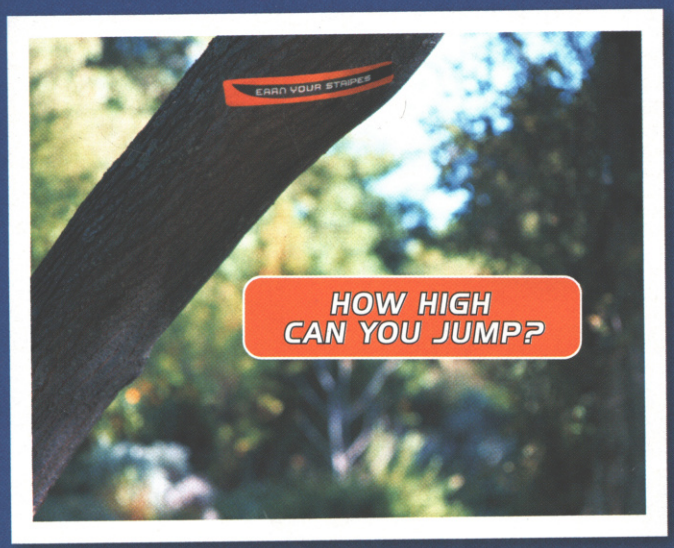
- Loads of weapons and vehicles
- Four different characters
- Pretending to be Steve McQueen

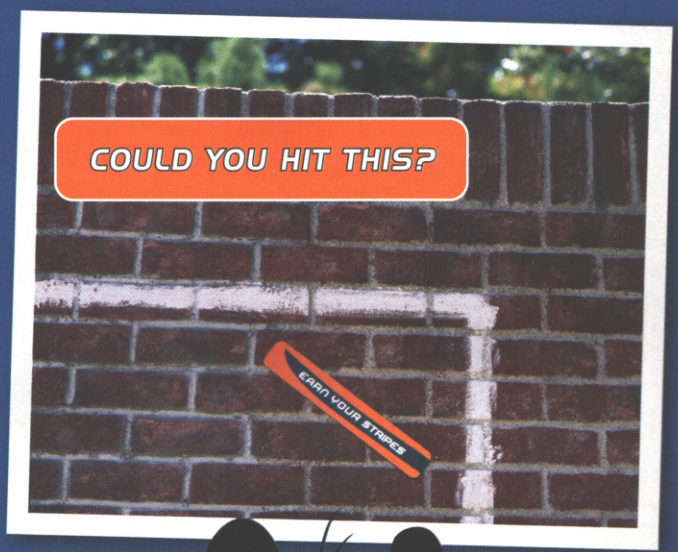
WE HATE

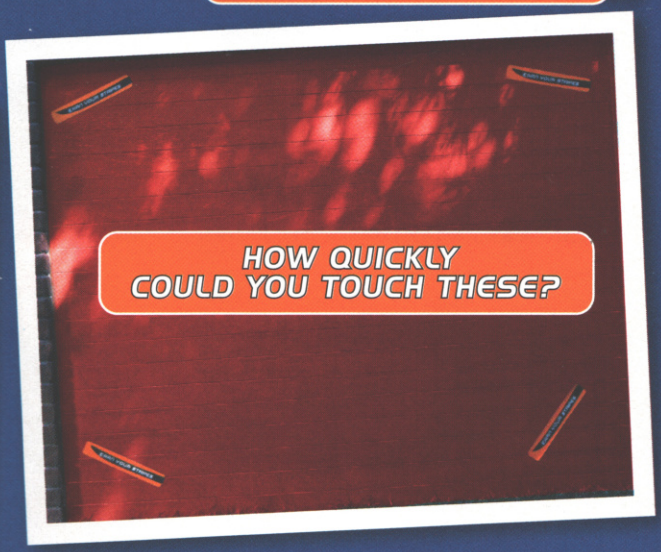
- Not the most exciting licence
- Suspect targeting system
- Not quite Medal Of Honor

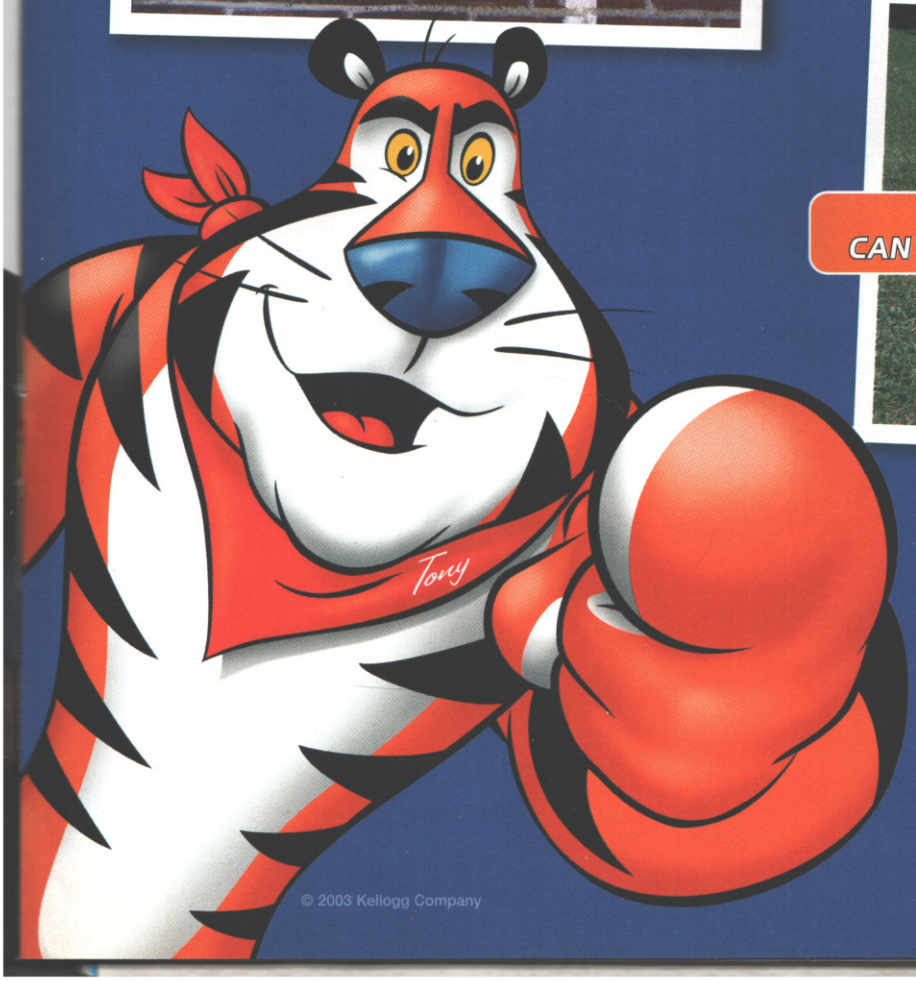
EXCITE METER

www.frosties.co.uk









Think you're up for these challenges?
Good, get out there and prove it.
Leap higher, jump further, run faster.

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EARN YOUR STRIPES

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HUNTER THE RECKONING®

- PUBLISHER: VIVENDI UNIVERSAL
- DEVELOPER: HIGH VOLTAGE
- OUT: AUG (PS2) OCT (XB)

ONLINE GAMING | x2 PS2 | x4 XBOX

IN A NUTSHELL

Two format-exclusive 'sequels' to last year's next-gen Gauntlet 'em up based on the pen and paper RPG world. Both boast new features and storylines, though the PS2 outing seems more like a version 1.5 than a full-on sequel.

WWW.HIGH-VOLTAGE.COM

WAYWARD

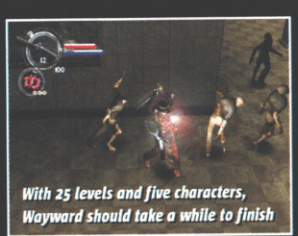
Two years after the first game evil still lingers in Ashcroft, with a new cult giving the original four hunters a distinct sense of déjà vu.

This time they're joined by a new paramilitary hunter (the Wayward name is a clue here) for more undead ass-kicking action-shooter shenanigans, much in the same vein as the original.

PS2-exclusive Wayward's most obvious improvement is the new unlocking hub structure, letting you choose the order you want to play (or replay) levels to some extent. Five of these are totally new, and the rest are reworked with new missions and monsters, plus different types of missions like flashlight, collection, and sniper.

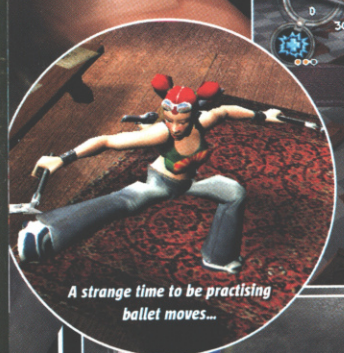
There are also seven new weapons, three fresh monster types including the insectoid Boojum plus the knife-tossing Mourner, four bosses, not to mention a bunch of new power-ups including armour, ammo and weapon parts, and seven of the spell-like Edge powers.

Other enhancements include experience bonuses being extended to characters you're not using so you can switch without having to restart. The one downside appears to be the backward step in co-op mode – where the Xbox original supported four-way, Wayward only allows for two. CVG



With 25 levels and five characters, Wayward should take a while to finish

Until you unlock the new character, you'll have to settle for new shreds on the original hunters



A strange time to be practising ballet moves...

Foreground objects now turn transparent, making it easier to see all the action more clearly than before

Great in solo play but why only two-way co-op?

REDEEMER

A full-blown and exclusive sequel to last year's popular original, Xbox-exclusive Redeemer is set nearly two decades later, again in the unfortunate town of Ashcroft.

Redeemer is both faster and more intense than before, packing more than 30 monsters onto the screen at a time in the 20 or so all-new levels. Hunters also have more moves and greater control during attacks, plus there are loads of new pick-ups and several new playable hunters including Kaylie, whose parents came to an unfortunate end in the last game. There are even playable monsters.

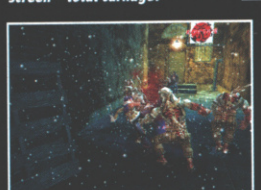
So while the core gameplay remains much the same, there's more of pretty much everything as well as plenty of refinements such as closer camera angles and more choice on how you develop your characters as they gain experience. Oh, and it looks mint too. CVG

Choose from 40 different mêlée and ranged weapons to destroy the monsters

You can unlock playable monsters by racking up enough kills

Now the right stick lets you change direction mid-combo to take down multiple enemies

Picture this: you lot plus 30 enemies all fitted onto the same screen - total carnage!



Edge magic now has five levels with increasing damage and extra effects. It looks damn pretty too

CVG OPINION

If you loved the Xbox and GameCube Hunter originals, these new releases promise more of the same with bigger, shinier knobs on. **Pete**

WE LOVE

- Fast, furious and flash-looking
- Genuinely attempts to improve on the original

WE HATE

- Essentially shallow hack 'n' slash
- Only two-player for PS2
- No GameCube sequel

LaraCroft.
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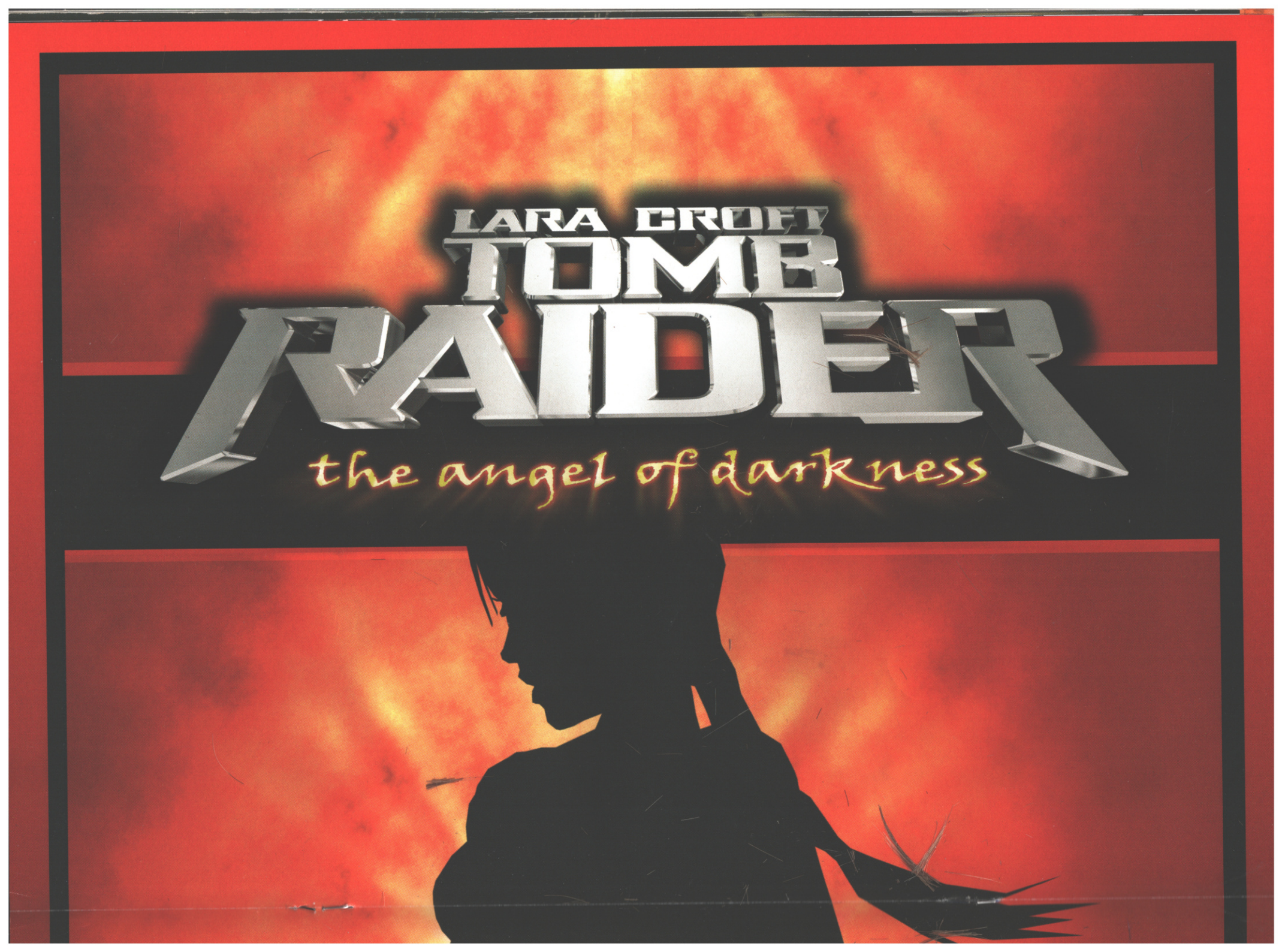
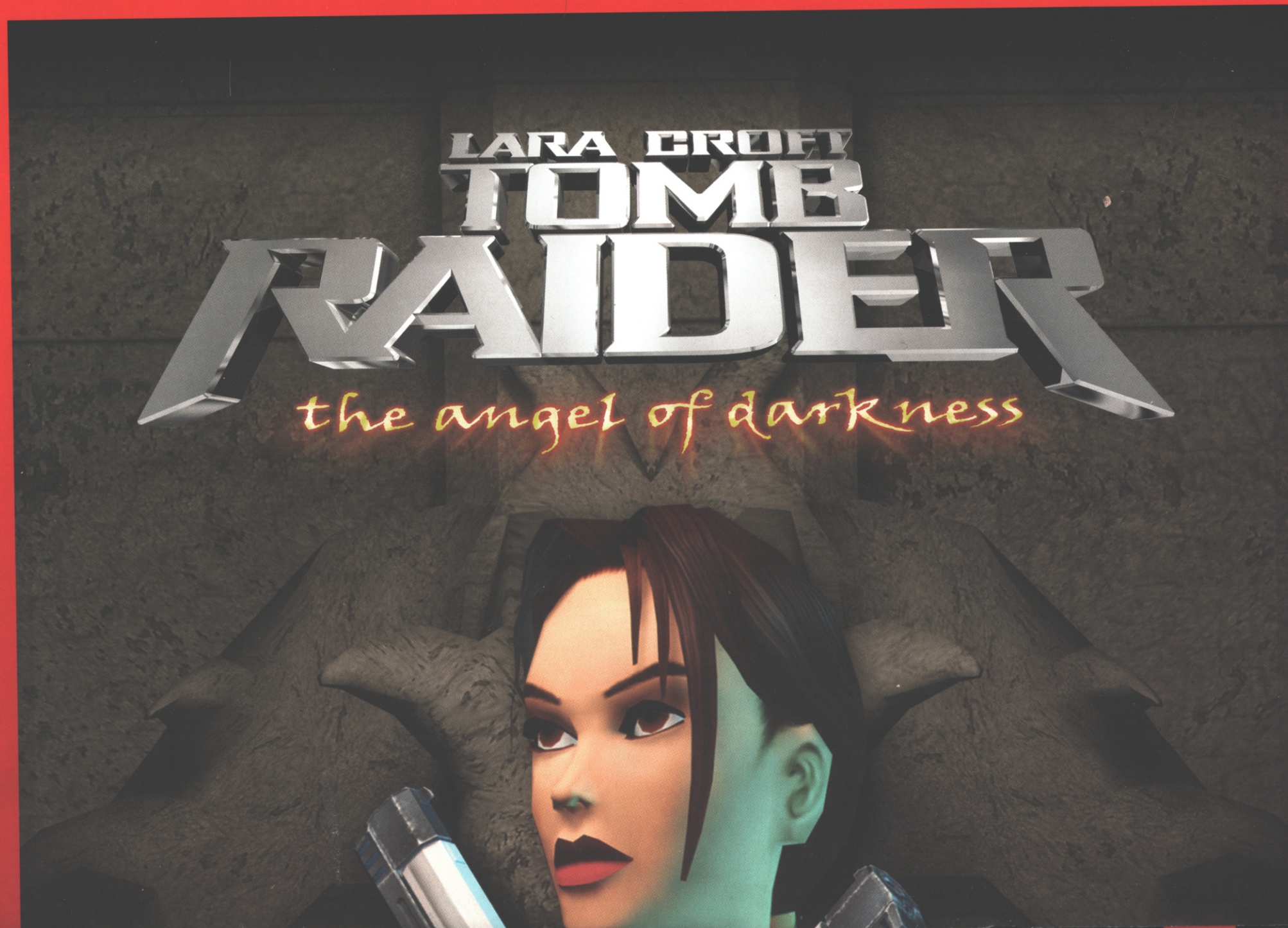
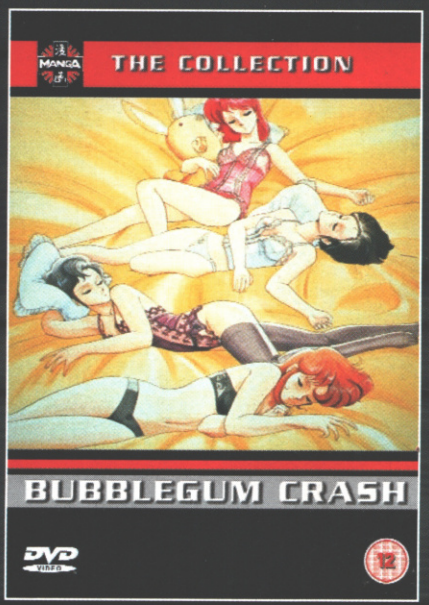

LARA CROFT
TOMB
RAIDER
the angel of darkness

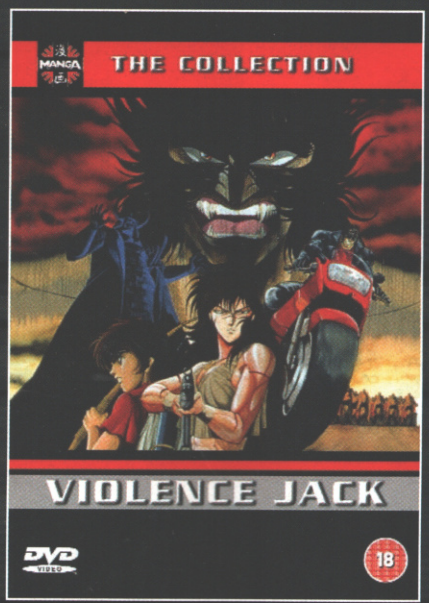
Lara Croft
computer and video
GAMES

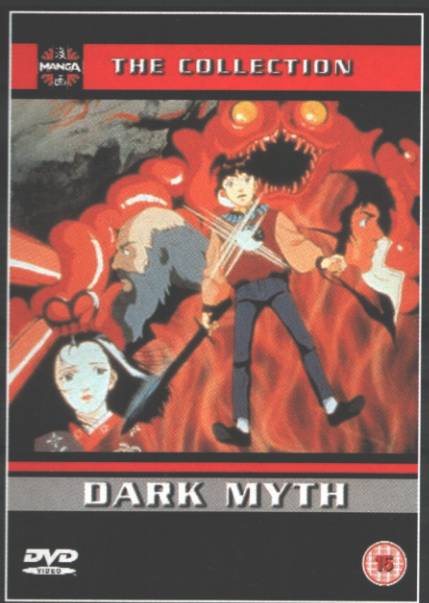

LARA CROFT
TOMB
RAIDER
the angel of darkness

NEW FROM MANGA

THE COLLECTION







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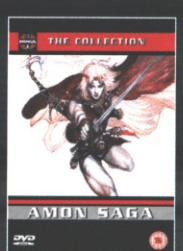
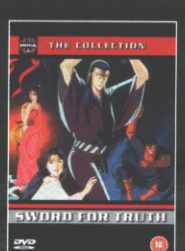




CHALLENGE CVG

WHEN A GAME INVOLVING THIS LEVEL OF LUNACY SHOWS UP, WE JUST HAD TO PLAY AGAINST OURSELVES. SORRY, READERS. AT LEAST WE'RE GUARANTEED A WIN!

EYE TOY™ OLYMPICS

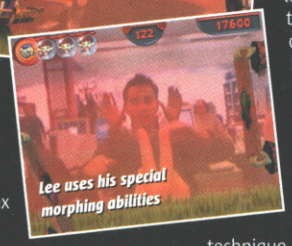
Is it a sign of a game that everyone wants to play, or is it just a veiled attempt to end our dismal losing streak? Call it what you want but when CVG closes its doors and the team decide to play among themselves, things start to get personal.

The game that's got us all foaming at the mouth is Eye Toy: Play, a bizarre collection of mini-games that makes great use of Sony's new Eye Toy peripheral (see page 20 for more info). Any game that allows Jaime to show off his unique kung fu skill, Lee his plate-spinning abilities while simultaneously making use of Mike's previous employment of cleaning white mess off windows is alright in our book... er, magazine.

Let battle commence!

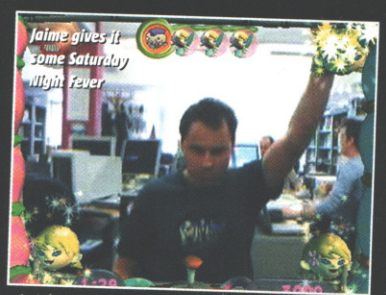
1 ROUND ONE: KUNG FOO

Stand in the middle of the screen and beat the ninjas away with your hands. Easy, right? Not for Alex. As the first contestant he's open to a barrage of interference from Jaime, Mike and Lee, who team up to put him off his stroke. Alex leaves with only 63 of his enemies defeated.



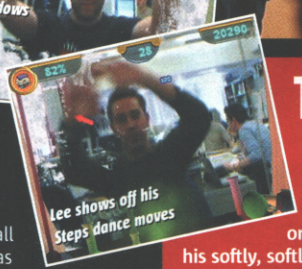
Lee fares much better with a technique that resembles a royal wave; it gets results – 97 enemies down. Mike takes the un-kung fu to the next level by using his feet as well as his hands. It's unorthodox but impressive; when he starts to use only his elbows things go bad – he finishes with 110 enemies disposed.

Jaime is last up. As the action starts he begins to thrust his body around like he's riding a bucking bronco. Legs, arms, fingers, even his head: Jaime uses every part of his body to rack up the highest score of 118 bad guys. Victory for Smithers.



2 ROUND TWO: WISHI-WASHI

Alex makes the mistake of going first again. His window-washing technique leaves a lot to be desired. He's good at broad strokes but slow to react to small splodges of foam and has cleaned seven windows when the timer reaches zero.



Mike's next; he's faster, but no stranger to a little cheating, he keeps leaning towards the camera, cleaning the screen in a single move. Any sports committee would ban him on the spot but we're more lenient. He finishes on nine windows.

With Jaime already automatically qualified for the final it's up to Lee to beat the cheat. He starts slowly and says he lacks the Mike Cooper grace. However, as the windows roll by he develops an effective double-handed technique. He racks up nine windows, but scores bonuses along the way, advancing him to the final.

3 FINAL ROUND: MIRROR TIME

Lee versus Jaime in a test of reflexes and intelligence. Hmm... we know whom we'd bet on. Mirror Time constantly flips the image on screen so you can't tell what's left and right, or top and bottom. It's very confusing, as Lee finds out. He can't get used to the reverse image and keeps setting off bombs with his elbows. Within seconds he's spent with a very low score of 17,000.

Jaime strides up confidently, but despite some impressive practice sessions, he loses it bigtime when it comes to the real thing. Lee's elbows might have been wayward, but Jaime's are moving around like he's at a Status Quo gig. It's over almost as soon as it starts. He finishes with the laughable score of 13,000. Lee is the champ!

THE FINAL RESULT: LEE BY AN ELBOW

In a word, 'consistent'. That's Lee: he may not have had the most aggressive or athletic techniques, but his softly, softly approach reaped results.

Or maybe it was Alex saying that the winner of the challenge will be playing one of you lot next month that caused everyone else to bottle it. No, it couldn't be that! It has to be Lee's mad skills, right?

Well, it's over to you to put him to the test. Fill in the form below and you could be on this page in next month's CVG.

WINNER LEE

COME ON! HAVE IT!

You think you're pretty good, right? You think you could just walk into our office and beat us on any game you could name, make us cry? You really think so? Well, come on then! Let's see if you're good for the challenge! Write and tell us which game you think will bring us to our knees, and we'll invite you to our office for a showdown. You versus CVG: think you can handle it? Fill in the form!

HELLO, MY NAME IS: .....

BUT YOU MUST CALL ME ..... [nickname]

AND I'M ..... [age]

I AM THE BEST AT: ..... [game name]

MY ADDRESS IS: .....

.....

DAYTIME TELEPHONE NO: .....

EVENING TELEPHONE NO: .....

EMAIL: .....

Send to: CVG Reader Challenge, CVG magazine, Dennis Publishing, 30 Cleveland Street, London W1T 4JD

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BURGER BAR-BARIANS
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TEAM: You and up to seven of your badass buddies.
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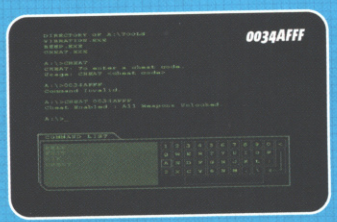
GET THE MOST OUT OF THE GAMES YOU'VE GOT

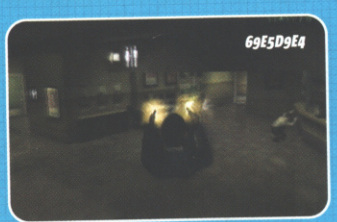
EXTENDED PLAY

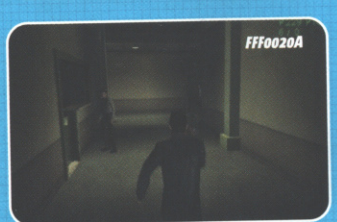
Getting mashed in Enter The Matrix? Or maybe you fancy trashing a Merc in Vice City... Consult our killer tips and *cheat* your way to glory! You know it makes sense

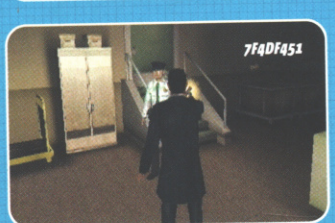
ENTER THE MATRIX

Choose Hacking from the main menu, select a save file then type in DIR and press Enter. Select DIR on the mini screen, choose it then choose Tools. Type in CHEAT.EXE to enable cheat mode then select cheat from the mini screen and enter any of the following codes. Re-enter them to switch them off.





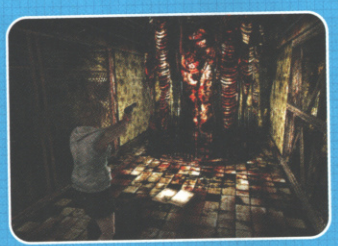




SILENT HILL 3

Beat the game once to unlock the Extra New Game option, a bonus weapon, the Extra Costume option and a password to unlock a new shirt. Input a password and start a game using the Extra New Game. All shirts unlocked will be in your inventory, meaning you can change mid-game. The passwords are as follows.

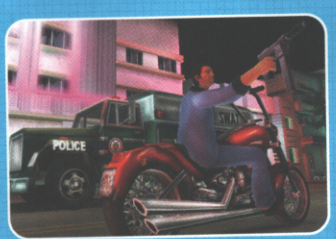
Shirt	Password
Heather Shirt	HappyBirthDay
Onsen Shirt	I_Love_You
Block Head Shirt	PutHere2FeelJoy
Don't Touch Shirt	TOUCH_MY_HEART
God of Thunder Shirt	GangsterGirl
The Light Shirt	LightToFuture
Transience Shirt	ShogyouMujou
Killer Rabbit Shirt	BlueRobbieWin
Royal Flush Shirt	01_03_08_11_12
Golden Rooster Shirt	cockadooodledoo
Transform Costume Shirt	PrincessHeart
Zipper Shirt	Shut_your_mouth



GRAND THEFT AUTO VICE CITY

Type these bad boys in during gameplay.

ASPIRINE	Health
PRECIOUSPROTECTION	Armour
YOUWONTTAKEMEALIVE	Raise Wanted Level
LEAVEMEALONE	Decrease Wanted Level
THUGSTOOLS	Light weapons
PROFESSIONALTOOLS	Medium weapons
NUTTERTOOLS	Heavy weapons
ICANTTAKEITANYMORE	Suicide
CERTAINDEATH	Smoke a cigarette
DEEPFRIEDMARSBARS	Get fatter
PROGRAMMER	Changes arms and legs
STILLLIKEDRESSINGUP	Switch skins
CHEATSHAVEBEENCRACKED	Ricardo Diaz
LOOKLIKELANCE	Lance Vance
MYSONISALAWYER	Ken Rosenberg
LOOKLIKEHILARY	Hilary King
ROCKANDROLLMAN	Jezz Torent
WELOVEOURDICK	Dick (Lovefist character)
ONEARMEDBANDIT	Phil Cassidy
IDONTHAVETHEMONEYSONNY	Sonny Forelli
FOXYLITTLETHING	Mercedes
PANZER	Rhino
TRAVELINSTYLE	Bloodring Banger
GETTHEREQUICKLY	Bloodring Banger 2
GETTHEREFAST	Sabre Turbo
GETTHEREVERYFASTINDEED	Hotring Racer
GETTHEREAMAZINGLYFAST	Hotring Racer 2
THELASTRIDE	Romero's Hearse
ROCKANDROLLCAR	Love Fist's Limo
RUBBISHCAR	Trashmaster
BETTERTHANWALKING	Caddie
BIGBANG	Blow up nearby cars
MIAMITRAFFIC	Aggressive Drivers
AHAIRDRESSERSCAR	Pink cars
IWANTITPAINTEDBLACK	Black cars
COMEFLYWITHME	Cars fly
GRIPISEVERYTHING	Perfect Handling
GREENLIGHT	All traffic lights are green
SEAWAYS	Cars go over water
WHEELSAREALLINEED	Invisible except for wheels
HOPINGIRL	People get in your car
ALOVELYDAY	Good Weather
APLEASANTDAY	Light Clouds
ABITDRIEG	Dense Clouds
CANTSEEATHING	Foggy
CATSANDDOGS	Stormy
LIFEISPASSINGMEBY	Speed up game clock
FIGHTFIGHTFIGHT	Pedestrians Riot
NOBODYLIKESME	Pedestrians hate you
FANNYMAGNET	Women chase you
CHICKSWITHGUNS	Girls have guns



RED FACTION 2

Enter these codes at the cheats screen.

- **MASTER CODE**
  Y, Black, White, Black, Y, X, White, X
- **LEVEL SELECT**
  Black, Y, X, White, Y, Black, X, X
- **MASTER OPTIONS CODE**
  White, White, X, X, Y, Black, Y, Black
- **UNLIMITED AMMUNITION**
  Y, White, X, Black, Y, Black, X, White
- **UNLIMITED GRENADES**
  Black, X, Black, Y, X, Black, X, Black
- **SUPER HEALTH**
  X, X, Y, White, Y, White, Black
- **RAPID RAILS**
  Black, Y, Black, Y, X, X, White, White
- **BOUNCY GRENADES**
  Black, Black, Black, Black, Black, Black, Black, Black
- **GIBBY EXPLOSIONS**
  White, Black, X, Y, White, Black, X, Y
- **GIBBY AMMUNITION**
  X, X, X, X, Black, Y, X, X
- **FAT MODE**
  Black, Black, Black, Black, White, X, Black, Black
- **DIRECTOR'S CUT**
  Y, X, Black, White, Black, X, Y, White

YOUR BEST TIPS

If you've got a star-quality tip that you want to share or if you'd like our resident expert Barny to answer a query, send it into us at:

CVGTIPS@DENNIS.CO.UK

THE DOGHOUSE,
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LONDON W1T 4JD

- **WALKING DEAD**
  X, X, X, X, X, X, X, X
- **WACKY DEATHS**
  White, White, White, White, White, White, White, White
- **RAIN OF FIRE**
  Y, Y, Y, Y, Y, Y, Y, Y
- **JOKE MESSAGE**
  Y, X, Y, X, Y, X, Y, X

RED FACTION 2

Enter the following codes at the cheats screen.

- **MASTER CHEAT CODE**
  Y, X, B, X, Y, A, B, A
- **LEVEL SELECT**
  X, Y, A, B, Y, X, A, A
- **UNLIMITED AMMUNITION**
  Y, B, A, X, Y, X, A, B
- **UNLIMITED GRENADES**
  X, A, X, Y, A, X, A, X
- **MASTER OPTION CODE**
  B, B, A, A, Y, X, Y, X
- **SUPER HEALTH**
  A, A, Y, B, Y, B, X
- **RAPID RAILS**
  X, Y, X, Y, A, A, B, B.
- **BOUNCY GRENADES**
  X, X, X, X, X, X, X, X
- **GIBBY EXPLOSIONS**
  B, X, A, Y, B, X, A, Y
- **GIBBY AMMUNITION**
  A, A, A, A, X, Y, A, A
- **FAT MODE**
  X, X, X, X, B, A, X, X

● **DIRECTOR'S CUT**
Y, A, X, B, X, A, Y, B
● **WALKING DEAD**
A, A, A, A, A, A, A, A
● **WACKY DEATHS**
B, B, B, B, B, B, B, B
● **RAIN OF FIRE**
Y, Y, Y, Y, Y, Y, Y, Y
● **JOKE MESSAGE**
Y, A, Y, A, Y, A, Y, A

CASTLEVANIA ARIA OF SORROW

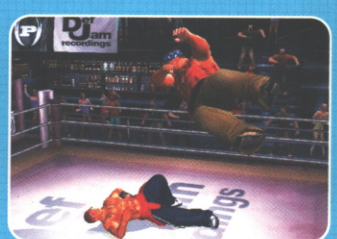
Enter the following as your name and start a new game.

● **USE NO SOULS**
NOSOUL
● **USE NO ITEMS**
NOUSE
● **PLAY AS JULIUS BELMONT**
Finish the game with the best ending and enter your name as JULIUS when you restart.

DEF JAM VENDETTA

In the game select battle mode and choose any type of match. Enter a user ID at the character screen and then enter one of the following codes.

● **ARII**
A, Y, B, X, Y
● **BRIGGS (ALTERNATIVE OUTFIT)**
A, B, X, Y, X
● **CARLA**
A, Y, A, A, A
● **CHUKKLEZ**
Y, Y, B, A, X
● **CRUZ**
X, B, A, A, X
● **D-MOB**
Y, B, Y, A, X
● **D-MOB (ALTERNATIVE OUTFIT)**
Y, Y, B, Y, Y
● **DAN G**
A, X, A, X, Y
● **DEEBO**
X, X, A, A, B
● **DEJA**
X, Y, X, X, A
● **DMX**
X, A, X, B, Y
● **DRAKE**
B, Y, X, A, A
● **FUNKMASTER FLEX**
X, B, X, X, Y
● **HEADACHE**
B, B, B, Y, X
● **HOUSE**
B, A, B, X, A
● **ICEBERG**
Y, B, X, Y, X
● **LUDACRIS**
X, X, X, Y, B
● **MANNY (ALTERNATIVE OUTFIT)**
X, Y, X, Y, X
● **MASA**
A, X, B, Y, Y
● **METHOD MAN**
Y, X, A, B, X
● **MOSES**
B, B, Y, Y, A
● **N.O.R.E.**
X, Y, B, A, X
● **NYNE**
Y, X, A, A, B
● **OMAR**
X, X, Y, B, B
● **OPAL**
X, X, Y, Y, B
● **PEEWEE**
A, A, Y, B, Y
● **PEEWEE (ALTERNATIVE OUTFIT)**
A, B, B, Y, X
● **PENNY**
A, A, A, B, X
● **POCKETS**
B, Y, X, Y, A
● **PROOF (ALTERNATIVE OUTFIT)**
A, Y, B, Y, X
● **RAZOR**
B, Y, B, X, A
● **RAZOR (ALTERNATIVE OUTFIT)**
Y, X, A, B, B
● **REDMAN**
X, X, B, Y, A
● **RUFFNECK**
A, Y, A, B, X
● **RUFFNECK (ALTERNATIVE OUTFIT)**
Y, X, B, A, Y
● **SCARFACE**
X, Y, A, B, Y
● **SKETCH**
B, B, X, Y, A
● **SNOWMAN**
B, B, A, A, X
● **SPIDER (ALTERNATIVE OUTFIT)**
Y, B, A, Y, X.
● **STEEL**
A, B, X, X, B
● **T'AI**
X, X, Y, A, X
● **TANK (ALTERNATIVE OUTFIT)**
A, B, B, X, X
● **ZAHEER**
B, B, Y, A, A



REALLY STUCK?

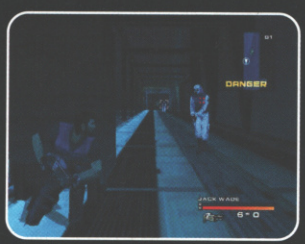
Absolutely stumped on a game? Ridiculed by your mates? There is hope:

THE COMPUTER AND VIDEO GAMES TIPS HELPLINE.
0906 466 4659

Open seven days a week, 8am-11pm. On the very rare occasion that they can't help, your query will be passed on to a support team, who guarantees to find you an answer within 24 hours.
Calls cost £1.50 per minute at all times. Charges will appear on your standard telephone bill. If you do not pay the bill yourself, seek permission from whoever does before calling. In case of problems, please call Customer Services on 0870 800 6155.

BARNY'S PROBLEM CORNER

Is your brow furrowing into a deep crease? Allow Barny to sort out all your problems. Although he's not much cop at girl questions



NEVERWINTER NIGHTS

Q. Help, I'm stuck in the prison at the beginning where you fight the head guard who's the boss. He always kills me and my henchmen. Sometimes after I kill him he just gets inside another body and comes back.
Anon via email

A. *First thing you should do is try to talk to the guards wandering around and try to persuade as many as possible to go away so that there are fewer hosts for the creature later. When you're fighting the boss you can run away and if you get far enough he will stop chasing you. Get behind a pillar and you'll be able to rest and heal. His health will stay the same, meaning you won't have to use any healing potions but it will take a long time this way.*

HEADHUNTER

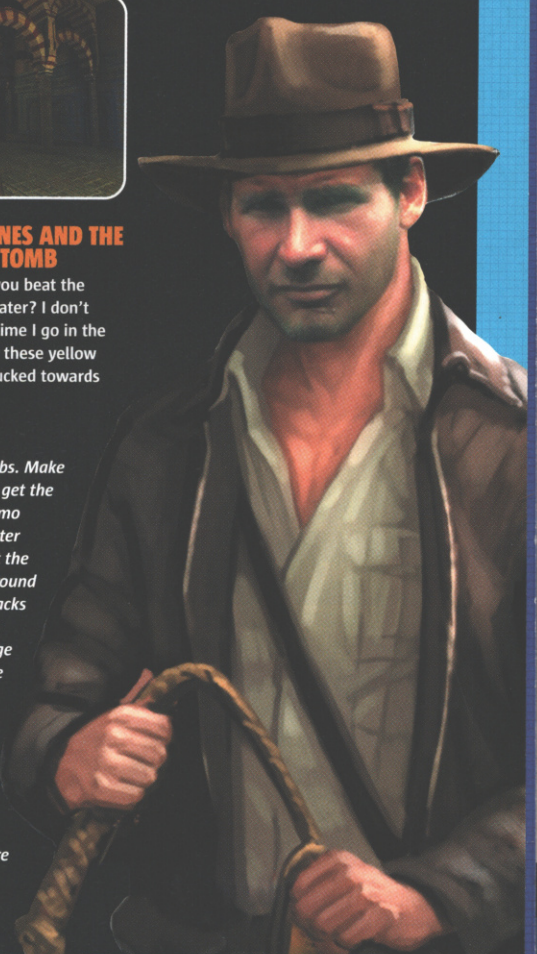
Q. I'm at the Millennium Bank and have found the boss Ramirez but he is hiding behind some glass doors and I can't get near him. He keeps sending spiders which eventually kill me. Can you tell me how to get to the boss so I can kill him as I've tried about a million times and I always die.
George Watts, Kent

A. *Equip the Stimulator Automatic. The boss will launch three spiders at a time. Shoot the first two twice each to kill them and then shoot the third spider once to stun it. Once it is stunned walk over to it and press A and you will take control of it. Aim it at the glass door to cause an explosion. Repeat this process about five times and you will be able to get to the boss.*

INDIANA JONES AND THE EMPEROR'S TOMB

Q. In Istanbul how do you beat the big squid boss in the water? I don't have a clue and every time I go in the water I get attacked by these yellow blob things and then sucked towards the squid.
Dan S, Essex

A. *Try to ignore the blobs. Make sure you climb out and get the super speargun and demo charges. Dive in and enter first-person view. Shoot the kraken in the middle around its many eyes until it backs off then swim forwards and plant a demo charge by a crack on one of the four pillars in front of you. If you're quick you can plant two each time the kraken retreats. When the kraken comes back shoot it again until it backs off and plant more charges. After all four pillars are done the fight will end.*



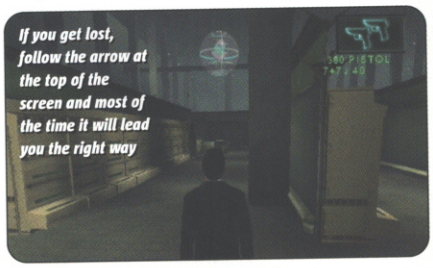
ENTER THE MATRIX PLAYER'S GUIDE

The thing about the Matrix is... it's a bit complicated sometimes. Barny steps up, to take you through the role of Ghost

1 POST OFFICE

Make your way to the second floor. Later, after the gas is dropped, go back around the side of the ledge you're on to a fence. Climb along it and then jump the gap when the vent falls. Jump on the skylight to fall through. Ignore most of the shooting in the next part and go through to a cutscene. Do a flying kick through the windows by the forklift trucks. When you reach the control room make sure you press the switch. In the large sorting hall run back to the lift and turn left before it and go to the door after climbing the fence. Go back to reception and take the lift.

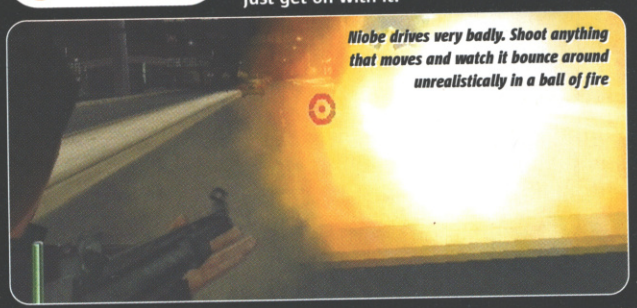
Follow the arrow to the box. Kill the guards and get back in the lift. Try to leave via the main doors. Kill all the men and go through the security office. Head back to the main sorting hall. Follow the path between the wreckage and open the far door. After passing through the elevator control room you will reach a large room full of guards. Run (use focus) round to the door on the left.



If you get lost, follow the arrow at the top of the screen and most of the time it will lead you the right way

2 CITY DRIVING

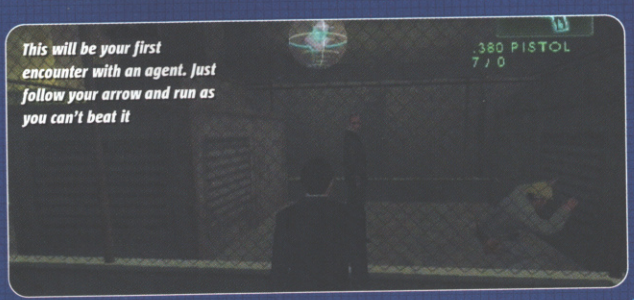
Here you simply need to shoot at the police cars. This is the easiest part of the game so just get on with it.



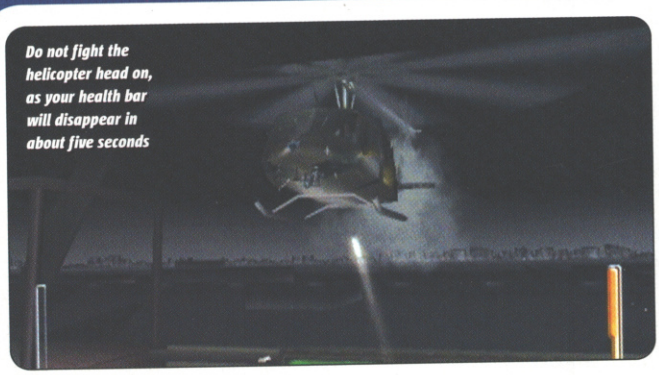
Niobe drives very badly. Shoot anything that moves and watch it bounce around unrealistically in a ball of fire

3 CITY ROOFTOPS

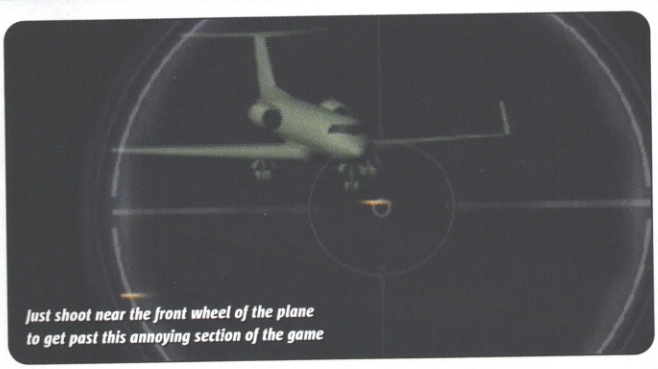
This level's pretty simple too – just run through it. Ignore the agent and everything else that appears.



This will be your first encounter with an agent. Just follow your arrow and run as you can't beat it



Do not fight the helicopter head on, as your health bar will disappear in about five seconds



Just shoot near the front wheel of the plane to get past this annoying section of the game

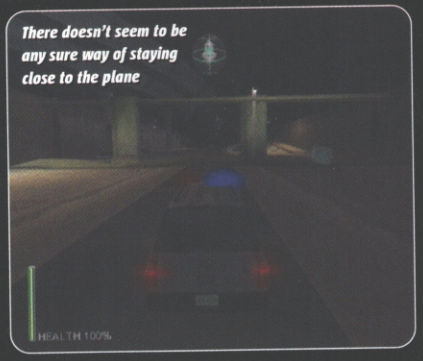
4 THE AIRPORT

Follow the route until you reach a room that seems like a dead end. Get Stun Grenades from a box in the corner and use one to break the glass and get back out onto the concourse. When you get locked in stay in a corner where the chopper can't see you to avoid being killed. When you hear that it's stopped firing run out and shoot it. Kill any SWAT teams that drop in and wait for another chance to shoot the chopper.

After it crashes go through the door. Run up the steps at the end and along the walkway. In the large square room keep killing men until the lower door opens. Open the next shutter manually and then follow the arrow up the escalator. Run round the balcony. When you are in the tower kill the men on the steps, not on the roof. Go downstairs and kill anything you can see. Go back up. Shoot the tyre on the plane (easiest when it's coming towards you). Afterwards use a machine gun on the agent helicopter. Run around like mad and use your focus. Hide behind pillars then run out, all guns blazing, with the focus button held down.

5 THE AQUEDUCT

This level is very stupid. Even if you drive perfectly you still end up losing. Switch to the out-of-car view first as this makes it easier to see where you're going. When you hit a bump make sure you take it straight. When you're chasing the agent car follow it exactly.



There doesn't seem to be any sure way of staying close to the plane

6 THE SEWERS

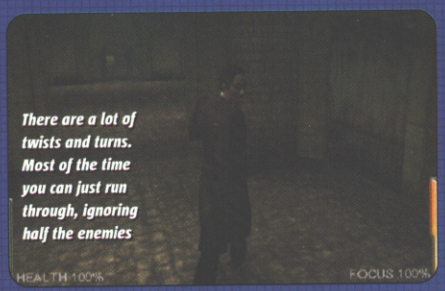
Run around the ledge and climb the ladder behind the waterfall. Follow the arrow and shoot both guards when the message flashes on the screen. Next climb up and snipe the guards attacking Ballard. Go to where they were and climb down. Run to Ballard. Snipe the four guards before you answer the phone. Use a grenade to get past the fan then climb down in the tunnel.

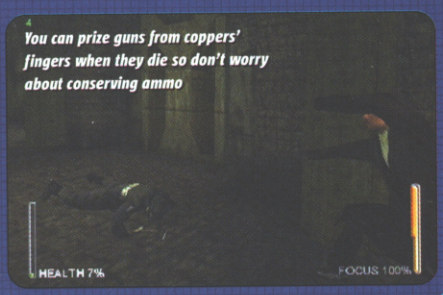
In the next section follow the arrow and after you climb a ladder jump the gap and head forwards. After an explosion backtrack, jump down and go through the new opening. Drop into the hole. Go round to where a fence with pipes blocks the path and climb up to the right. Run over and drop down. Go through the arch and climb up till you get a message. Go down and run round to a switch. Press it and return to where the steam was.

Run to the manhole. Kill the guards and climb onto the machine. Afterwards kill more guards and go back up. Climb up to where the moving thing is. Use a demo charge (lying around in boxes) on the moving thing just under Ice and Corrupt. Once you've blown enough bits off it you should be able to jump through a smashed grate.

Follow the arrow to the bridge. Get the torch from the body underneath and climb back up. When you reach the sewer follow the SWAT team and kill them all. Turn around and follow the sewer to the other end. The rest of this section involves following your arrow and killing a lot of policemen. At one point you need to press yourself against a wall to creep along a ledge. Shortly after this you have to jump up and grab onto a red rail to go across a gap. Then jump into the broken pipe.

In the next section follow the arrow, remembering to have your weapons drawn so that you can use the torch in the dark sections. When you reach your friend climb the ladder and stay up there with the sniper rifle to kill the attacking SWAT team.



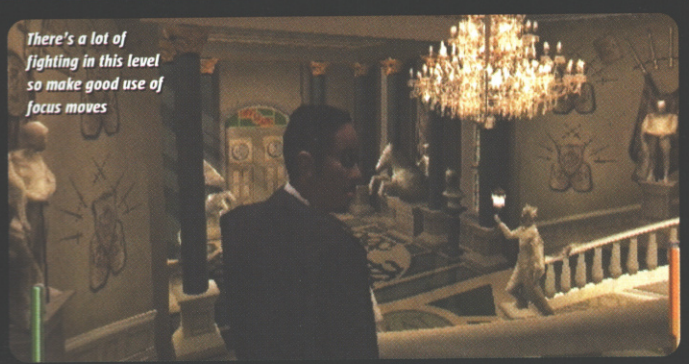


7 THE CHATEAU

Follow the arrow and smash the chair in the corridor to get some Broken Wood. Dispatch the enemies in the piano room and follow your arrow. In the poolroom be prepared for a fight. If you're getting battered by too many assailants, just backtrack and try fighting in a doorway.

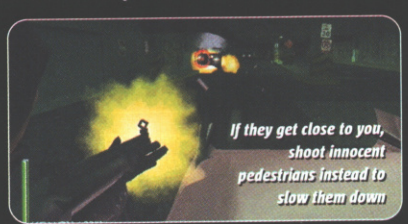
After you fall through the floor you can climb the wooden walls like a ladder. When the attic catches fire the exit will not appear until after you defeat the men that jump in. Follow your arrow to get a great cutscene.

In the dungeon afterwards you have to fight Cujo in an arena. Use a good variety of moves and this fight should be over quickly. Afterwards follow the arrow. To escape with Niobe in the cells punch and kick your enemies towards the prison cells where the prisoners will hold them so you can escape.



8 UNDER THE CITY

Ignore the twins. Instead shoot every pedestrian car you can. This should slow them down so that you can survive to the end.

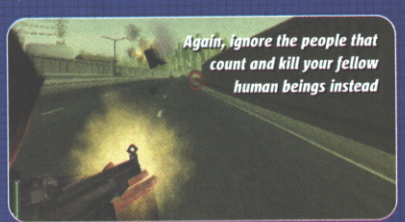


9 THE ZEN GARDEN

It's really hard to hit Trinity without using focus so keep the button held down and you should win. Avoid this area while you let it recharge.

10 THE FREEWAY

Blow up every other car on the road to try to slow down the agents. Eventually they will give up. Afterwards concentrate on the cop cars.



11 THE NUCLEAR PLANT

Follow your arrow to a button. Ignore most of the guards. When you get the sniper rifle keep killing guards till you get a message to move on, then follow your arrow (climb the fence). Climb the side to a ledge and snipe the men below. Follow the arrow but go slowly as there are some tough parts ahead.

In one section you need to keep going through big doors. Some of these will not open until the one behind it has closed. In the core control room you must snipe the SWAT team below before they kill Niobe – then you need to kill the ones that attack you from behind. Repeat this a few times. After this go down stairs and quickly kill everyone down there. When the agent comes use focus moves and knock him into the sparks.

12 CHINATOWN

Beat the Seraph (use focus and leg-swipe him) or you'll miss a cutscene and a level. Then run away from the many Smiths by following your arrow. Once on the scaffolding never jump down. Sometimes there are ramps going down that you can only see from certain places so try backtracking if you get lost.

Back in the building an agent will burst through a wall giving you a way out. Go to the lift nearby to escape. In the streets follow your arrow. If you get stuck in a dead end, look for a red door a pedestrian came out of further back. Then follow your arrow. While running use focus from time to time. After you reach the exploding phone climb the ladder near the exploding police truck. The rest of the level consists of running until you reach the phone.

13 ON BOARD THE LOGOS

When you get to this level, you just need to hold down the fire button and shoot the sentinels that appear nearest to you. When you're in the Rabbit Hole make sure you check the front view when you can grab a chance to do so – this way you make sure you are not overrun.

After you have watched the cutscene playing out, you need to keep your cursor over the sentinal bomb and hold down fire. You don't have to kill it – just keep it off the ship.

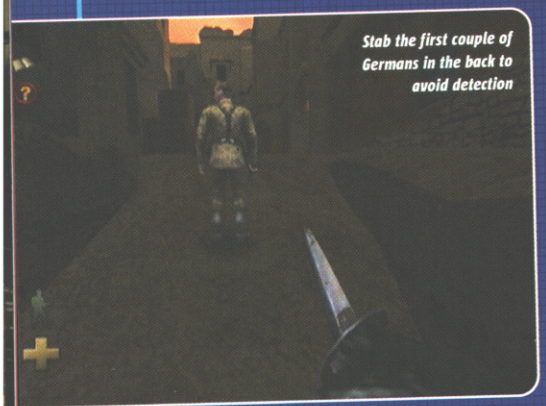
RETURN TO CASTLE WOLFENSTEIN PLAYER'S GUIDE

Barny shows you the new levels and walks you through the nasty bits of the rest on Xbox

1 CURSED SAND

RAS EL-HADID

Go up the steps after the market stall and look for a wooden grate at the back of a house. Smash it for a secret. Go through the door next to the Nazi flag. Jump and crouch through the gap and pass through this building to the courtyard on the far side. Smash the radio in the room near the gate then enter the second room and smash the picture for a secret. Climb the ladder outside and break the crate for another secret then head through the arch to the exit.

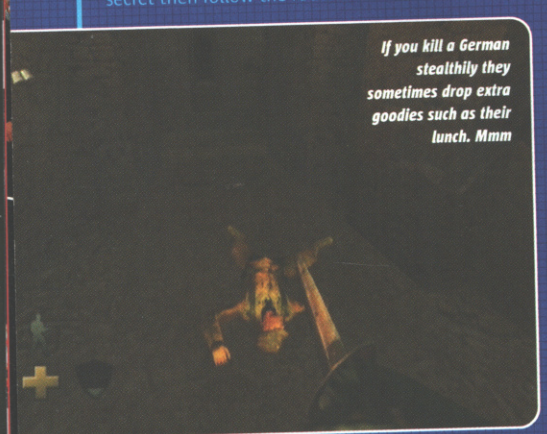


Stab the first couple of Germans in the back to avoid detection

INNER CITY

Once you're outside turn right then left, smash open the wooden grate and crawl in the gap for a secret. Enter the nearest room and use the radio. Head up the steps and leap over the balcony. Enter the left building and press the tiny switch behind the bar to get a secret.

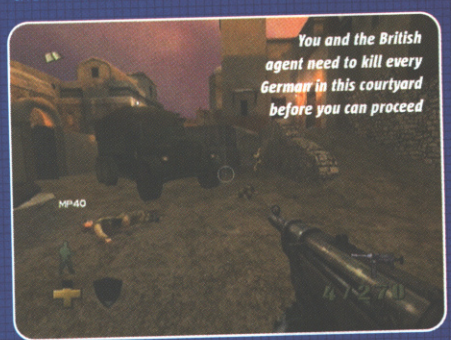
Go out and down the opposite tunnel. Kill the Germans in the courtyard and enter the storeroom. Smash the bottom of the back left shelf for a secret. Leave and turn right. Keep going and climb down the ladder. Examine the bookshelf in the second storeroom for a switch to reveal a secret then follow the route to the exit.



If you kill a German stealthily they sometimes drop extra goodies such as their lunch. Mmm

HEADQUARTERS

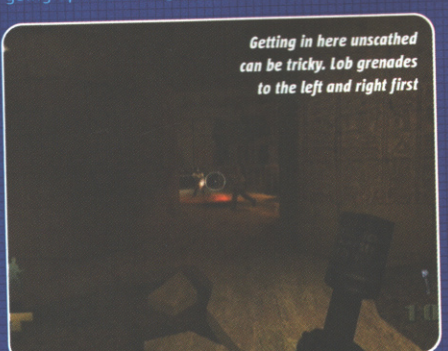
Smash the barrel and cupboard between the two massive barrels to find a secret. Follow the route to the radio room and then go out to the courtyard where there are a few trucks. Dispatch the Germans then smash the lid on the well to find a secret area. Follow the route into the building and examine the left-hand room to get the documents. Examine the picture in the room at the end of the corridor and press the switch behind it to get a secret. Go outside, jump down then run to the exit.



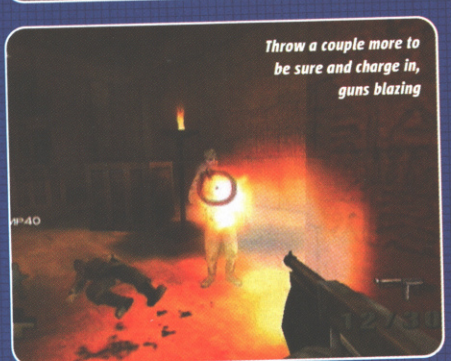
You and the British agent need to kill every German in this courtyard before you can proceed

RUINS

When you reach the needle monument enter the rooms to its left and shoot the orange barrel to get a secret. Go back out and through the opposite door. Kill the Germans and run up the ramp. Break the wall at the top on the right for a secret. Keep going up and through the door outside to the exit.



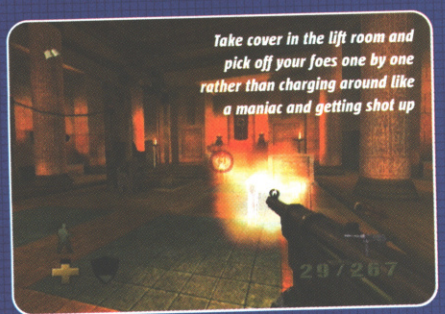
Getting in here unscathed can be tricky. Lob grenades to the left and right first



Throw a couple more to be sure and charge in, guns blazing

RITUAL CHAMBER

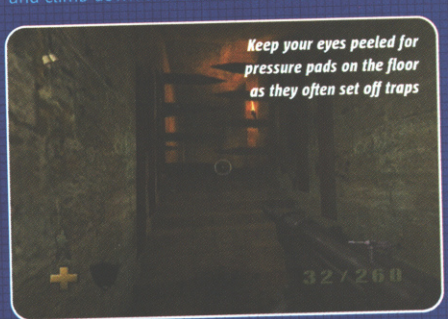
Climb the scaffold on the left for a secret then go right through the tunnel and down the hole inside the small building. Clear out the lift room and enter the room at the back via either corridor. Break the wall inside and pull the lever for a secret. Return to the lift room and go through one of the side tunnels to a corridor overlooking the lift room. Press the pad to open another secret area. Drop down and get in the lift.



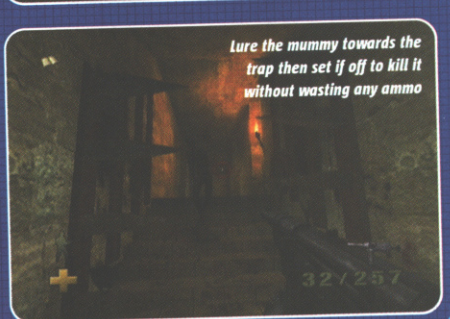
Take cover in the lift room and pick off your foes one by one rather than charging around like a maniac and getting shot up

TOMBS

Jump down and pull the lever. Go through and make your way to another lever. Avoiding the trap, run upstairs. Push the camouflaged stone panel to the left and another to the right in the next room to find a secret. Go around the next room then at the top of the steps break the wall to find a secret. Go the only way you can till you get to a room with three coffins in the middle. Press the camouflaged switch on the back wall for a secret. Go through the opening that does not involve jumping down and watch for the trap. Pull a lever and go through the gate it opens. Kill everything in the next area and climb down the ladder where the Arabs were.



Keep your eyes peeled for pressure pads on the floor as they often set off traps

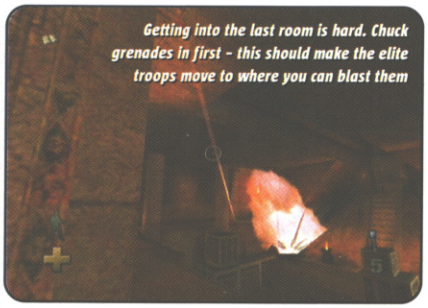


Lure the mummy towards the trap then set if off to kill it without wasting any ammo

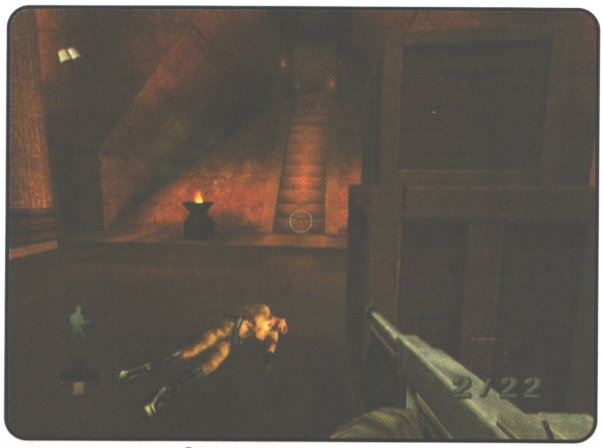
2 LOWER TOMBS

Follow the tunnel opposite the locked gate in the first big room and find the pad on the wall. Press it for a secret. Return to the previous room and go through the other opening. In the next room press the pad on the wall to open the coffin below for a secret. Run through either tunnel and pull the lever at the end, then go back to the coffin and pull the lever near it.

Go up and through the gate. Follow the route until a German runs away. Next to him is a breakable wall, leading to a secret. Keep going till you're above the large room near the start. Pull the lever to open the gate and dash through. Move forward till you hear a woman's voice. Proceed forward slowly, lobbing grenades into the room with the small pyramid. Inch your way in and press the switch on the alter at the top of the pyramid. Go through the pyramid to the exit.



Getting into the last room is hard. Chuck grenades in first - this should make the elite troops move to where you can blast them



Shoot them one by one and make sure you've got a full clip otherwise they'll finish you off in no time at all

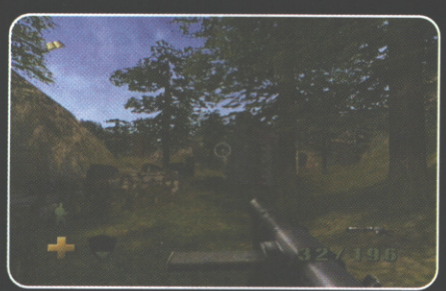
3 FOREST COMPOUND

Make sure you get the Snooper rifle from the box as you go through the woods. Climb the ladder in the first hut and get on the roof. Drop through the hole on the other side for a secret. Quietly kill the two Germans at the next hut, then run down towards the tunnel on the right. Run along the side of the hill on the right. When you see water on the left drop down to it and run under the bridge. Grab the secret and then climb onto the bridge.

Dispatch both guards and then do the ones in each tower. Enter the tunnel on the top left. Go through the door on the right. Follow it and climb up. Stick to the right and get behind the camp on the far side. Kill the Germans and then use the snooper on the tower guard. Climb up and snoop the sentry by the gate and the officer in the hut above. Run down to the left and climb through the open window.

Kill the officer and then snoop the man who's lurking on the water tower outside. Climb the crates by this building and get on the wire. Walk along it and get on the roof so you can drop inside for a secret. Go out and use the crates to get over the wall.

Kill the officer in the hut then dash to the covered area and kill the guard before getting in the back of the truck. Never kill the German standing near the tunnel entrance.



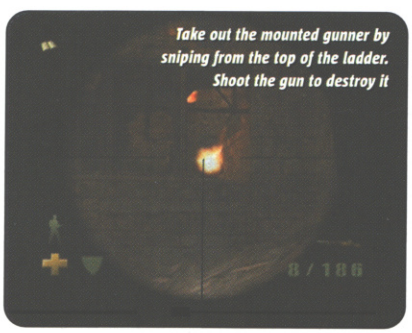
When you reach the second hut you need to kill your enemies silently, using the Sten

When you're in the camp do not kill the guard by the tunnel or you'll end up failing the level

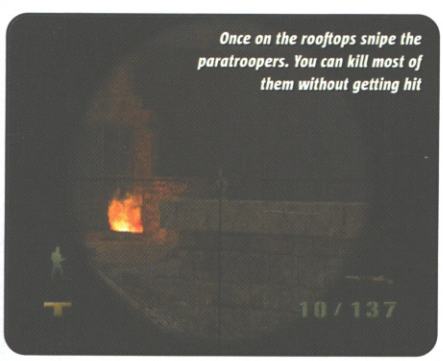
4 THE BOMBED FACTORY

Press the switch on the left wall in the first area for a secret. Go right and find a vent in the floor. Go down and through the sewer and climb up the other side. Go through the nearest door.

When the floor blows up jump down and shoot both sets of barrels. One reveals a secret; the other lets you out. Go back up and jump over the broken floor. Next go to the corner and snipe any Germans you see. Jump onto the sloping roof and run round to get the objective. Then you need to get down and climb up the ladder near the vehicle. Jump over a gap into the partially covered area and proceed through the door.



Take out the mounted gunner by sniping from the top of the ladder. Shoot the gun to destroy it

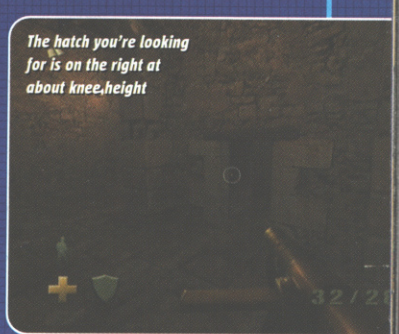


Once on the rooftops snipe the paratroopers. You can kill most of them without getting hit

5 PADERBORN VILLAGE

The house on the right contains the first official you need to kill. In the second bedroom is a trunk that can be broken to get a secret. Go out and follow the path. Smash the lock on the small hatch on the right and go in for a secret.

On your way out the other side shoot the sniper in the high room and climb the drainpipe near it for a secret. Continue down the street. The building on the left contains the second official you need to kill. The third is in the next building along on the left. Afterwards you need to head under the arch on the right side of the street.



The hatch you're looking for is on the right at about knee height

Use the Sten or another weapon that has a silencer to dispatch the guards

Go down the stairs and through the door to the cellar. Press the cork on one of the large barrels for a secret. Enter the secret area and climb the ladder inside. The next official is on the top floor of the building you emerge in.

Go through the door next to the bookcase, go left and through the door at the top of the steps on the right. Kill the last official inside and break the poster behind him to find a switch that opens another secret. Go outside and head through the arch.

VIRTUA FIGHTER 4 EVOLUTION

BRAD AND GOH GUIDE

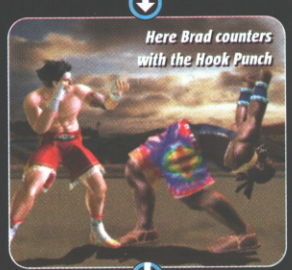
Evolution... from dinosaurs to man; Spectrum to PS2; weakling to ultimate fighter! Yep, it's VF4 time again. Mo Imran gets up close to the new boys in town

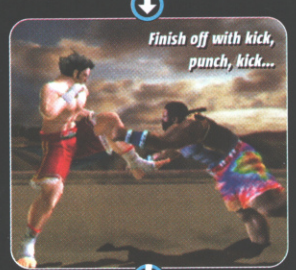
1 BRAD BURNS

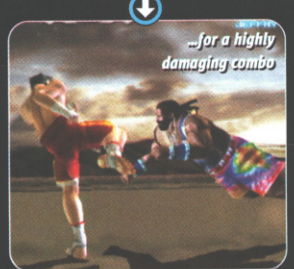
Just as gamers were getting to grips with VF4, Sega goes and releases the update, throwing a couple of brand spanking new characters into the mix! The first new star, Brad, marries classical boxing with the brutal art of Muai-Thai. Learn to duck and dive, coaxing your opponent into attacking, then counter with a flurry of well-placed jabs, uppercuts and knees.

FLOAT LIKE A BUTTERFLY, STING LIKE A BEE

Learn to sway from side to side to avoid incoming attacks, then unleash your most fierce combo in retaliation!

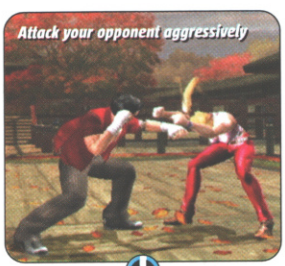


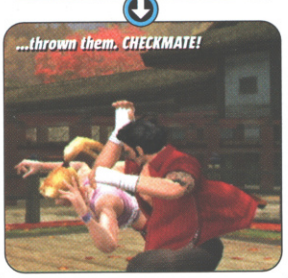




FLOAT LIKE A BUTTERFLY... AND THROW INSTEAD!

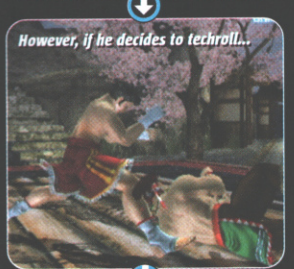
When your opponent starts to become more hesitant to attack, use your feints to set up cheeky throws instead.

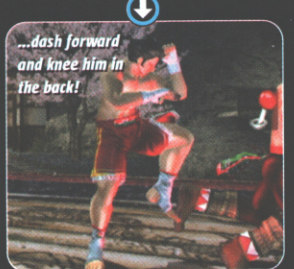




THROW FOLLOW-UPS

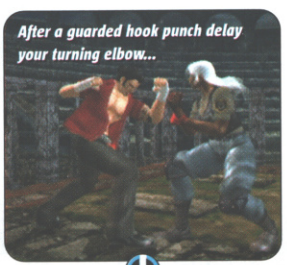
Brad's Knee-Throw allows for some devastating follow-ups and mind games. Your opponent can either stay grounded or rise quickly, so attack accordingly.

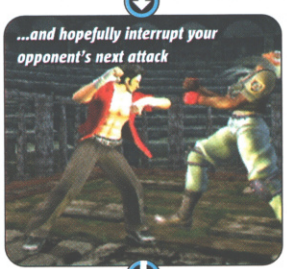


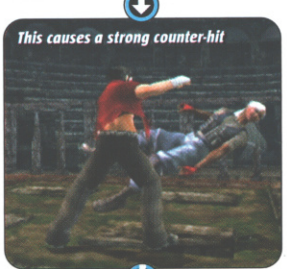


THE ART OF DELAYING YOUR ATTACKS

Delaying moves disorientates your opponent and interrupts his attacks. Do this to pull of highly damaging combos.







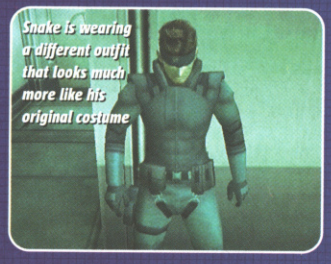
3 CONFIDENTIAL LEGACY

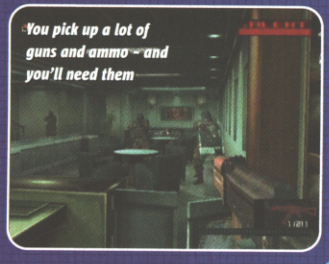
● **Explore the top balcony for some items then enter the ship via the lower left door.** Dispose of the guards and check the locker room for items and posters. Afterwards go through the left-hand door to the Crew's Lounge area. There are two guards on the steps but they will only notice you if you walk directly in front of them so go through the lounge and take out the patrolling guard first. Then attack and snap the necks of the other two from behind.

● **Get the AKS-74U from behind the bar.** Go through the top right-hand door and kill the guards. You can get the M4 from the stairs on the right. Make your way up to Deck C. Collect the Thermal Goggles from the end of the hall after disposing of the guard and three cameras then head up to Deck D and from there up to the bridge.

● **After the text go all the way back down to the Crew's Lounge.** Go through the right-hand door, down the steps and into the Engine Room. On your way through this room be sure to get the PSG-1 which is near to where the second guard patrols. Use the sniper rifle to kill all the guards then enter the room on the far side. You have to shoot three sensor boxes in order to disable the explosives in the corridor. Shoot the first one on top of the electrical boxes to the right of the corridor. Now walk past the first sensor that is now deactivated. The second one is on the right-hand wall in the corridor and the third is on the left-hand wall at the end.

● **Pick up the USP Suppressor in the following corridor.** You'll have to fight a group of soldiers in the next corridor so equip rations and the USP. Make sure you have at least one ration left afterwards. After you've seen the text you have to fight your way back to the bridge. Use the M4 or AK47 and start working your way slowly through the corridors. Then go to the bridge, where you fight Meryl. Here, simply kneel behind the light brown crate and whenever Meryl is not firing stand up and shoot her. If you use an M9 to defeat her, you will get a different ending.


Snake is wearing a different outfit that looks much more like his original costume

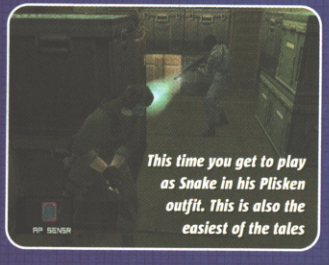

You pick up a lot of guns and ammo – and you'll need them

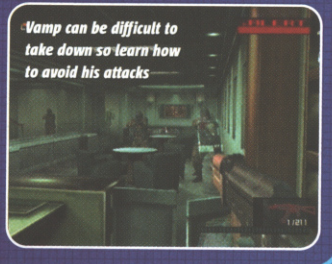
4 DEAD MAN WHISPERS

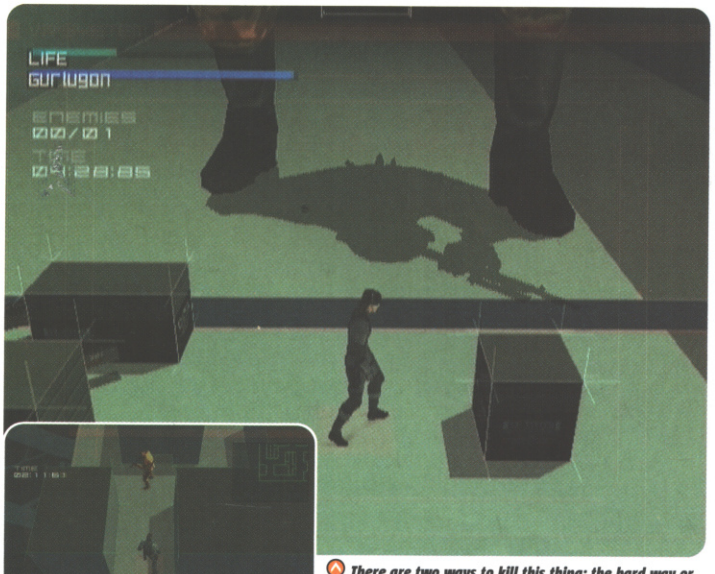
● **Head to Strut A, kill the guards and grab some bandages from the lockers.** Next cross AB connecting bridge to Strut B for some text. Make sure you pick up the ammo and ration in this area before going to Strut C. Collect items from both bathrooms then kill the guard in the dinning room and find the M9 under the second table. Now go to Strut D for more text. On your way through Strut D you should pick up the ration in the middle and the M4 ammo near the exit door on the opposite side to where you came in.

● **Cross DE bridge.** On your way, you can get another ration and some grenades in the lower far corner. In the parcel room kill some guards. Go downstairs and then through the door on the right and get the ration before heading through the next door. After the text you will be in Strut L. Kill the guards and Cyphers then target the man on the roof of Shell 2 Core before going in. Collect all the ammo and Nikita inside then stand on the crate near the stairs and fire the Nikita at the higher vent. Guide it through a series of turns into a room.

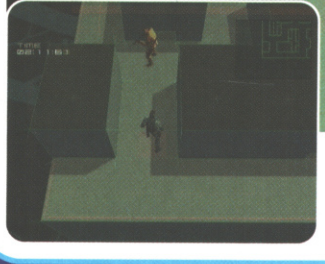
● **From there, turn it right into another vent.** This leads to another room where you should steer it into a panel at the end. Now go through the door that was guarded by the electrical floor. Head to the elevator after which you will face Vamp. First shoot out the four lights in this room then stand in the corner near the door and use first-person view to shoot Vamp whenever he jumps out of the water. When he is glowing he cannot be damaged and if he walks on your catwalk, just run around to avoid his powerful knife attack. If you use the M9 to defeat him, you will get a different ending than if you used a more lethal weapon.


This time you get to play as Snake in his Plisken outfit. This is also the easiest of the tales


Vamp can be difficult to take down so learn how to avoid his attacks



There are two ways to kill this thing: the hard way or the very easy way. Use missiles if you like it difficult


You have to finish many annoying VR missions to complete this tale but luckily you can skip some if you want

5 EXTERNAL GAZER

● **This is all very weird.** Start crossing the bridge. You will be transported to the VR-type mission. This is optional so quit if you cannot be bothered. It's followed by another optional VR mission. Afterwards go to Strut C. Check under the table for a ration and in the bathrooms for ammo.

● **Now go to AB bridge and take a snap of the thing in the water.** You will need to take a zoomed-in picture of the creature's head and torso for it to count. As soon as you've done that you will be assaulted by a lot of terrorists. Lob a stun grenade at one side and then run pass the guards it knocks out. Use a doorway and then cap any approaching bad guys in the head to send them to sleep. Look out for one or two behind you. After putting down enough Olga will appear. Now you need to fight a giant soldier.

● **Stand by the tall crate in the middle.** After the creature blasts it away you will see a book. Take this and put it in front of him. Stand by it until he freezes you. After this he will look at the book and the fight will end. The next few VR missions must be finished to progress (sprint right and all the way round to the goal without stopping).

● **After this you will have to beat a tough target VR.** Concentrate on shooting the orange ones quickly. These are followed by a few more VRs at the end of which you have to fight Metal Gear Ray followed by Solidus. Do these in the same way as in the game, only you must remember that the difficulty is set to hard.

HUNTING SEASON IS NOW OPEN
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Fight your way through a universe of huge corporations, strange religious sects and futuristic gun-slingers. Travel seamlessly from ground to space tracking prey, unravelling a deep and very dangerous mystery.
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REVIEWS

FULLY INDEPENDENT & MULTI FORMAT • TRUST NO ONE ELSE

CVG EXPERT REVIEWERS

We're bulging at the sides with stellar reviewers this month. Here are the ones we can fit on the page.

Mike Cooper
FOOTBALL GAME LEGEND
A man so obsessed with Pro Evo he thought Brute Force "could have done with a multiplayer football mode."

Maura Sutton
POKÉMANIAC/RPG GURU
Will not rest until she owns every Pokémon from Ruby & Sapphire and has trained them all to at least level 70.

Pete Walker
WAR/ONLINE RPG MASTER
Pete can tell you all about the gravity physics in Tribes – just don't get him started on the manky PS2 version.

Matt Wales
RHYTHM KING
Like a mandolin slicing through vegetables, Matt takes his critical blades to Golden Sun this month...

Paul Anglin
ACTION/SHOOTER SENSEI
Rubbed hemp into his flesh for the clean green Hulk feeling. Last seen staring at his hands in the moonlight.

Dave McComb
DRIVING EXPERT
There's nothing he likes more than taking his F1 car for a gentle 200mph spin on the tarmac. Slow down, Dave!

"POWER TO THE POKÉ-PEOPLE"

There's a problem with Pokémon. No matter how much you flap your mouth extolling its depths, intricacies, and the way it becomes a joyous part of your daily routine for over 100 hours of playing time, there will always be people who see it as a pre-schooler's game. Never mind the dedication needed to finish the main quests, or the fact that battle strategies can become as complex as an intergalactic space chess tournament.

Maybe it's the relentless tide of cuddly toys and pencil case merchandise, or perhaps it's the primary colours and bug-eyed creatures themselves that are so off-putting. Whatever, we say 'nuts' to the Poké-doubters. If people don't understand the jubilation of nurturing a useless Magikarp into a fearsome Gyarados by now, they never will. The rest of us can dine out on the fact that they're missing out on one of the most rewarding game experiences available to man, woman or Poké-kind.

LEE
Lee Skittrell
Games Editor

THIS MONTH

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92 Donkey Kong Country.....GBA
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93 Le Tour De France Centenary Edition.....PS2
94 Mace Griffin.....PS2, XBOX, GC, PC
95 Futurama.....XBOX, PS2, GC
96 Soldier Of Fortune 2.....XBOX
96 Hulk.....PS2, GC, PC, XBOX
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101 SX Superstar.....PS2, XBOX, GC
101 World Championship Snooker 2003.....XBOX, PS2, PC
102 Buffy The Vampire Slayer.....GBA
102 Dead To Rights.....PS2
103 PlanetSide.....PC

WHAT THE SCORES MEAN

CVG only reviews the biggest, best or most significant releases of the month. And our scores are based on one key measure: fun! It's that simple. Here's a breakdown.

1	WHY, GOD, WHY?
2	STINKS. NEVER PLAY THIS
3	A WASTE OF YOUR MONEY
4	MAYBE RENT, NEVER BUY
5	VERY AVERAGE
6	FAIRLY SOLID BUT NOWT SPECIAL
7	TASTY
8	QUALITY GAME, CONSIDER BUYING IT
9	CLASS ON A DISC
10	AN ABSOLUTE MUST THAT DEFINES THE GENRE

CVG AWARDS SYSTEM

These accolades don't get dished out just because a game gets a certain score. They're CVG's way of telling you which are our pet hates and personal favourites.

CVG ESSENTIAL
The most coveted award a game can get. It's worth buying the console to play the game.

CVG RECOMMENDED
A damn good game. It may not break the mould, but it's a cut above the rest.

CVG GAME OF THE MONTH
Doesn't have to be the highest scorer, but it's CVG's pick of the bunch this month.

CVG STINKER
More abominable than the Yeti himself.

UK VERSION

POKÉMON RUBY AND SAPPHIRE

YOUR GBA SP IS NAKED WITHOUT RUBY OR SAPPHIRE

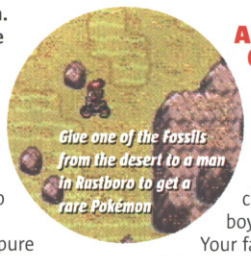
GAME INFO

● COST: £34.99 ● PLAYERS: 1-4 ● OUT: JULY
● PUB: NINTENDO ● DEV: GAME FREAK/NINTENDO ● WWW.POKEMON-GAMES.COM

If you're wondering what all the fuss is about, Ruby and Sapphire would be a great place to dip your toes into the enticing waters of Pokémania. Go on, you've got nothing to lose but your sanity, free time and social life.

The first Pokémon games for the GBA, Ruby and Sapphire are the perfect example of how to freshen up a much-loved series without losing the pure essence of fun gameplay, crazy humour, critter-collecting frenzy and serious RPG elements.

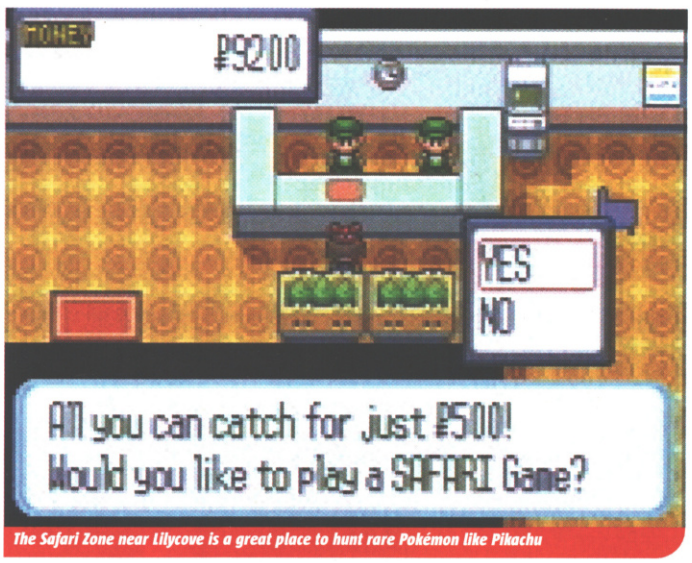
If you think it's all about toys and marketing, you're dead wrong. Pokémon was created by Nintendo, don't forget, the same people who brought you Mario and Zelda. So don't be fooled by the cute factor, Pokémon is every bit as compelling as their illustrious stable-mates.



ARE YOU RED OR BLUE?

As usual, the two games are basically the same, but there are a few significant differences. In both cases you can choose to play either as a boy or girl Trainer.

Your family is sent to the town of Littleroot in the land of Hoenn. As you start to explore the surrounding villages and battle each of the eight Gym Leaders (including your own dad!) you'll come across a marauding



The Safari Zone near Lilycove is a great place to hunt rare Pokémon like Pikachu

MAURA'S GYM LEADER BEATERS

Here at CVG a debate is raging. On the one hand we have Lee's kinder, gentler approach to Pokémon rearing, with berries, treats and democratic levelling-up, and on the other Maura's tactic of leading from the front with a dominant über-Pokémon.

Who's right? Well, Maura's gang has stormed through all eight Gym Leaders, but they're still having problems beating the Elite Four, so maybe a combination of both methods works best.

Who's the daddy here, then? Blaziken, Pokémon number 165, that's who. He's almost unbeatable. Almost...

Getting wet: here we have second-in-command Kyogre cleaning up with the awesome Hydro Pump move

Feeling the heat: Ninetales is an excellent Fire Pokémon, quick to the attack with his devastating Flamethrower

Traded from Lee, Mawile is a favourite squad member. His Intimidate ability lowers enemy attack power instantly

Pelipper is a versatile Pokémon with a good combination of Water, Flying and Ice moves. Rather useful, then

Every Pokémon team has to have a baby, and Lileep is the novice in the Squad. Altogether now: "Aahh..."

BLANDÉMON

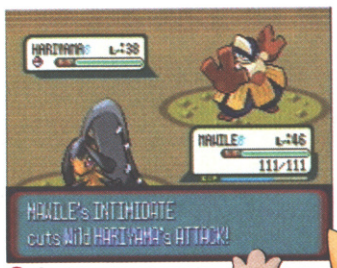
There's one thing in Ruby and Sapphire that we're not so loved-up about and that's some of the new Pokémon.

True, there are some corkers that appear among the 200, such as Nosepass and Sharpedo, but several of the blander ones like Mightyena and Spheal just can't compete with dumped faves like Clefairy. Bring 'em back, please!

Let's be honest, Taillow is quite simply a big boring bird. Hmph

And Zigzagoon looks suspiciously like a very normal pet dog

Making new friends is, of course, what the Pokémon experience is all about



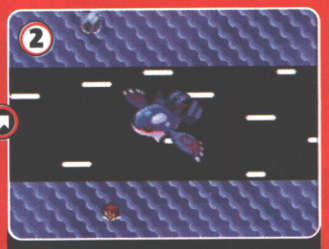
The strong Pokémon you battle on Victory Road will help your team level up to face the Elite 4

WHAT LIES BENEATH

Start your circular breathing exercises: in Ruby and Sapphire, for the first time ever in a Pokémon adventure, you get to swim underwater.

Once you've beaten Mossdeep Gym Leaders Tate and Liza, and won the Mind Badge, start looking for patches of dark water when surfing and press A to Dive.

When you use Dive the viewpoint changes to an old-skool-style side-scroller



You'll find rare Pokémon and strange puzzles to solve when exploring the deep

Pacifidlog Town rests on a reef of Corsolas. Beat all eight Gym Leaders first

gang, the Ruby and Sapphire equivalent of Team Rocket.

In Ruby, you'll be battling Team Magma, lead by Maxie. Their aim is to get rid of the oceans and turn Hoenn into one big land mass. In Sapphire, Team Aqua are your opponents. Aqua's leader, Archie, plans to turn Hoenn into one huge puddle of water.

BURSTING WITH POKÉJOY

It would take a whole issue of CVG to list all the additions to the Pokémon universe in Ruby and Sapphire, but there are other games out this month, so we will just have to stuff it all into one paragraph and you can trust us on the rest.

Naturally, the environments, characters and creatures all look incredibly lush in their new shiny colours, but there's so much more too. You can now have two-against-two battles with other trainers. There are crazy new mini-games such as Berry blending and Pokémon beauty contests.

There's an Abandoned Boat to find, and faraway secret islands that are only accessible via fast-moving tidal currents.

We'd like to tell you more but we might explode and cause a mess.

Have no fear, though, as the core gameplay remains the same. You capture and train the best team you can, to beat all the Gym Leaders and face the Elite Four and their mystery leader. On the way, you have a whole heap of fun. Simple.

COMPETITION

Here's a daft question: how would you like to win a brand spanking new Game Boy Advance SP plus a copy of both Ruby and Sapphire?

We have three Pokébundles to give away. All you need to do is tell us the Pokédex numbers of the two ancient Pokémon, Kyogre and Groudon. Answers to 'Pokémon Giveaway' at the usual address. Good luck, Pokéfans!

You'll need to develop new battle strategies when you're fighting team battles

There are plenty of spectacular new battle moves, including Blaziken's Sky Uppercut

Could this be the toughest Pokémon game ever? The Elite 4 are rock hard

games VERDICT

We were so excited to finally get to play Pokémon in glorious GBA colour. Several weeks later and there's still so much to discover in a game that just keeps on giving. **Maura**

- \+ Super-intense gameplay
- \+ More than 100 hours of Pokéjoy
- \+ Crazy, funny dialogue
- − Some boring new Pokémon
- − Bit of a cuteness overload
- − Will wear out your SP battery – fast

9 OUT OF TEN

IF YOU LIKE THIS TRY THESE... Zelda: A Link to the Past (GBA) Yu-Gi-Oh! (GBA)

STARSKY & HUTCH™

KITSCH SEVENTIES NOSTALGIA LEAVES SKID MARKS

GAME INFO | ONLINE GAMING | COST: £39.99 | PLAYERS: 1-2 | OUT: NOW | PUB: EMPIRE INTERACTIVE | DEV: EMPIRE INTERACTIVE | WWW.STARSKY-AND-HUTCH.COM

Starsky & Hutch was a funky '70s cop show chock full of drug dealers, pimps, hookers and some very naughty people who never returned their library books.

Maverick undercover detective duo Dave Starsky and Ken Hutchinson were the hot sex symbols of the decade and their legendary 1978 Ford Torino was the ultimate cool ride. Things were strange back then.

SPREAD 'EM, SUCKA!

The way those boys burned rubber around the back roads of Bay City, it's no surprise someone finally got around to making a game about their exploits. After such a long wait S&H fans might have hoped for something a little more ambitious than an arcade-style driving game, but it's not all bad.

The bright cel-shaded graphics and cutscenes featuring original pimp-daddy gangsta Huggy Bear perfectly capture the retro charm of the show, as does the banter between Starsky and Hutch. Your car handles like a dream, tyres squealing as you play tag with the traffic and execute handbrake turns on a dime.

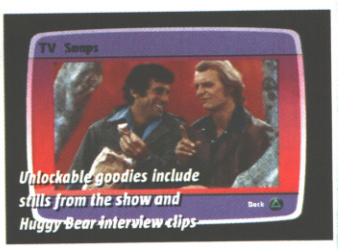
Although the gameplay is optimised for the G-Con 2 lightgun and PS2 wheel, the controls work just as well with a joypad. Story Mode consists of three Seasons divided up into six episodes, most of which involve chasing crims around the sprawling city and trying to wreck their rides before they escape. In single-player, you handle both shooting and driving, while in two-player mode one person shoots and one drives. This is exceptionally cool but not everyone has a lightgun or a mate to play with, right?

S&H plays a lot like a sanitised Vice City. Definitely worth a spin, but lacks the gritty edge and depth of GTA.

Squashing cardboard boxes was always a popular part of the show. No one knows why

Poor Hutch ends always having to rescue some blonde cup-cake in distress

At weekends, the boys moonlight for a muffin bakery



Unlockable goodies include stills from the show and Huggy Bear interview clips

Shooting while driving is surprisingly easy

RATINGS WAR

Instead of the usual life gauge you have TV ratings points.
If they reach zero it means that the viewing public hate you and your show is cancelled. Television is cruel.

Doing bad things such as shooting pedestrians will lose ratings points

Your ratings will soar when you drive through star icons and trigger spectacular Special Event stunts

Scoring direct hits on gangstas' cars fills the viewing public with bloodthirsty glee

In Free Room mode collect all Police Badge tokens within the time limit

GAMES VERDICT

Starsky & Hutch is a fun, nostalgia-filled driving game, particularly in two-player mode, but GTA Vice City still sets the standard for the genre. **Maura**

- Huge detailed environments
- Two-player team-up
- Huggy Bear voice-overs and '70s soundtrack
- Too arcadey for some
- Shallow gameplay
- Uses Starsky and Hutch soundalikes

6 OUT OF TEN

IF YOU LIKE THIS TRY THESE... GTA: Vice City (All formats) | Stuntman (PS2)

The Simpsons™ Drive You CRAZY

MATT GROENING

The Simpsons™ ROAD RAGE™

FOX INTERACTIVE™

THQ

GAME BOY ADVANCE™

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DARK CHRONICLE

ESSENTIAL CVG ESSENTIAL

PACKED, STACKED ROLE-PLAYING HEAVEN

GAME INFO ONLINE GAMING ● COST: £39.99 ● PLAYERS: 1 ● OUT: NOW ● PUB: SONY ● DEV: LEVEL-5 ● WWW.US.PLAYSTATION.COM/GAMES/SCUS-97213

Dark Chronicle is a bit like a flame-grilled Whopper with extra cheese, extra pickle and a big juicy layer of glistening deep-fried onion rings. It's like a BMW with blacked-out windows, nitro boosters and a megaton sound system stuffed into the boot.

Except that instead of pickles and sub-woofers, Dark Chronicle gives you an enormous quest, frantic real-time fights, multiple characters, machines to invent and ride around in, entire towns to rebuild, time travel and so much more it's almost obscene. It's the most complete role-player we've had the good fortune to play in recent memory, and the most completely awesome on PS2.

REVIEWER LEE SKITTRELL

Advanced guard moves let you counter enemy moves and send their power back

A ZILLION TIMES BETTER

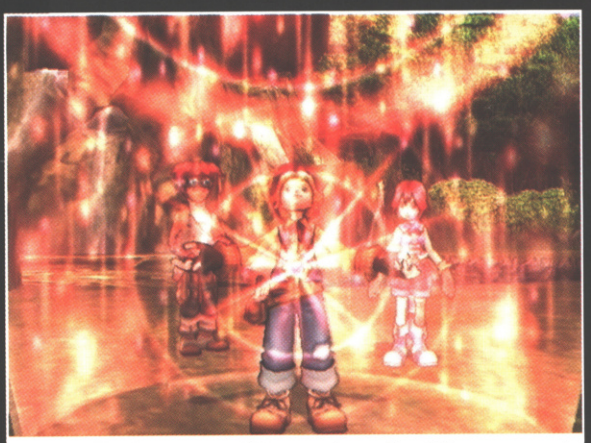
Okay, we're gushing now, but with good reason. Everything about Dark Chronicle is so polished, so extensive and so much damned fun for the role-playing nut that just playing it feels like a celebration of all things RPG. The story is expertly told through a clever narrative taking the form of a letter to hero Max's missing Mother. The visuals are among the prettiest seen on the console and suit the game perfectly, and the mixture of dungeoneering, exploration and the rebuilding of towns is far more integrated into the story than in the first game, Dark Cloud.

Witness Mother Nature's vengeance, unleashed upon unwitting children. The horror!

NEW IDEAS: HERE!

What's even cooler is that Dark Chronicle throws brand new ideas into the genre, as well as keeping some old favourites from the far less playable Dark Cloud. Before you even realise you have the power to rebuild entire towns in the 'Georama' sections, you'll be coming over all paparazzo and taking photographs of items in order to invent robots. Gather all the bits you need and you can then ride around the place and take your creations into battle! It's a frickin' incredible feature and of course there are loads of secret machines to construct too if you feel like putting the time in.

Then there's the crafty way you're forced to commit to specific paths of weapon upgrades. Using the rather complicated synthesis process, you have an active role in determining



It's not spoiling the game too much to say you journey through time on your quest

The dungeons are randomly generated and different each time you visit

Max and Monica have both short- and long-range attacks to use in battle

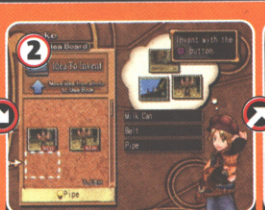
Yeuch! Fishy kisses from 'The Holy One' as you fulfil his pervy wishes and scrub his scales

BE A GRAHAM BELL

Cower beneath the towering power of science! Geeks the world over will unite in pleasure as you get to employ your brain to invent amazing contraptions and machines in Dark Chronicle.

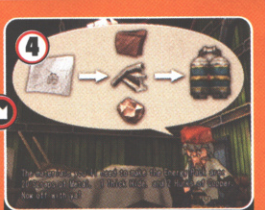
Equip the camera and take snaps of items around the world, then combine the piccies to formulate an invention idea before gathering the materials you need to actually construct the thing. Experimenting will reap you huge rewards but it might seem quite a daunting task, given the sheer amount of objects included in the world.

A belt is on your shopping list of items to snap, so photograph an appropriate groin



Use the 'make' command to combine photographs and formulate an idea...

...And ka-pow! Your new idea is formed. You're not done yet - the object still needs making

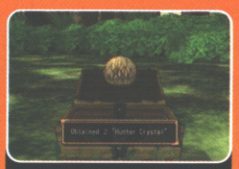


Go shopping for all the bits you need, then combine them to finish the process. Simple!

SYNTH AND STRINGS

What role-player worth its magic dust would be complete without a baffling power-up process?

Dark Chronicle's is all about transforming the items you collect in battle into useful objects, which you then bolt onto your weapons to transform them. It's a slow process with masses of depth, but here's a basic run-down of how to enhance your skills.



Raid the chests you find in dungeons for items like this, but you can also use anything in your inventory for the synthesis process

Select 'build up' from the weapon screen to check which attributes you need to enhance in order to get the next evolution of weapon

Choose 'spectrumize' on the items that increase the stats of those highlighted in the 'build up' screen; in this case it's the attack stat

With your chosen item spectrumized into light form, synthesise it onto the weapon to augment its abilities. See the attack stat increase?

Swap your fighters mid-dungeon and call upon support characters from this screen

Invent new Ridepod parts and use them to destroy enemies and travel around in safety

Bash Linda around the trunk while making sure that you don't break your Ridepod

Different dungeon floors have varying conditions, like the much-hated Red Seal

FREAK OR UNIQUE?

The world of Dark Chronicle is populated with a huge number of crazy folks and creatures, not all of which are sympathetic to your cause.

Here are but a small fraction of the freaks you can expect to meet on your journey.

MAX

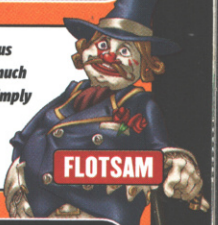
Posh boy disguised as an urchin, Max is your main hero in the adventure and is skilled at whacking things with his wrench

MONICA

Monica. A counterpart to Max, she is physically weaker but can cast amazing spells using her various armbands

CEDRIC

Cedric. This old coot is grumpy but useful to have around as he can upgrade your inventions and repair your Ridepod



FLOTSAM

Flotsam, the evil circus ringleader, is up to much more trickery than simply running the carnival that comes to town

ERIK

A fine engineer and master of all things incendiary, Erik will sell you extremely powerful bombs mid-mission – and sell you gun repairs too

NEED

Need, the mayor, is responsible for keeping the disappearing outside world a secret from the townsfolk but wants to make amends

LINDA

Linda is Flotsam's elephantine pet monster, would you believe? You get to fight her twice, but better not tell the RSPCA about it!

exactly how your skills are upgraded. It's a headache-inducing hands-on approach at first, but you soon slide into the logic behind it and realise that the wealth of options available to you is staggering. Yep, there's so much to the game that to cover it all we'd need volumes of CVG and while we'd be happy to write it, we concede that not everyone would want to read it.

Non-role-playing fans will find little to win them over in Dark Chronicle, although it is a lot more action orientated than turn-based RPGs. But in the same way that Virtua Fighter 4 Evolution is the pinnacle of fighting games for fight fans, Dark Chronicle is the ultimate adventure for those of a role-playing bent.

In fact, we'd go so far as to say that this game is the finest role-player of its type that you can buy on this planet, or any other. Go fetch!

CVG VERDICT

Chock-a-block full of amazing ideas and impossibly well produced, Dark Chronicle is essential role-playing action fodder and the only game you will need all summer long. **Lee**

- Brimming with inspired variety
- An absolutely enormous game
- Fantastic weapons synthesis

- Little appeal for role-player haters
- You have to wait ages before the first Georama

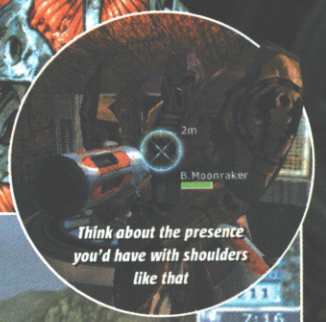
9 OUT OF TEN

IF YOU LIKE THIS TRY THESE... Zelda: The Wind Waker (GC) ■ Wild Arms (PS2)

TRIBES AERIAL ASSAULT

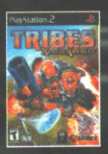
TRIBES AND TRIBULATONS AS PC SHOOTER CLASSIC LAUNCHES ASSAULT ON CONSOLE

GAME INFO ONLINE GAMING
● COST: £40 ● PLAYERS: 1-16 ● OUT: NOW
● PUB: VIVENDI UNIVERSAL ● DEV: INEVITABLE ENTERTAINMENT ● WWW.TRIBESAA.SIERRA.COM



Think about the presence you'd have with shoulders like that

Target locking may offend purists, but it puts more emphasis on developing dodging abilities and also allows you to concentrate on the whole team aspect



Porting classic PC teamplay shooter Tribes 2 to PS2 is at best like giving wakeboarder Shaun Murray a skateboard and asking him to make like Tony Hawk's, or at worst telling Michelangelo to redo his Sistine Chapel painting on the back of an envelope. You'd respect what you saw, but it'd be a pale imitation of the real deal.

Luckily, Inevitable knows this and hasn't tried to do a straight port. What you get instead is something that looks and feels like Tribes, but as the name suggests, is deliberately different and better suited to console.

Forget notions of plot. Tribes is about team-based online fragging with jetpacks. Capture The Flag is usually most popular, with players constantly switching roles between attack and defence, using inventories to instantly access light, medium and heavy armours and different weapons and equipment load-outs like deployable turrets.

AA's multi-menued inventory system works well on a pad too, and Inevitable hasn't had to dump too much Tribes 2 content either (no Cloaking pack, though – bah!). Levels are large enough that mastering the twin arts of the jetpack and 'skiing' down mountains is still essential, though a new target lock feature makes the aerial gymnastics more manageable on a joypad.

OI, BIG BUT

After racking up insane hours playing Tribes 2, we're weren't expecting to enjoy AA half as much as we have, nor indeed for the teamplay aspect to work as well as it does online. Its differences actually offer some interesting variations in tactics on Tribes 2's, and there's still room for 'v-cap' showboating by more skilled players.

Aerial Assault lets you be both pilot and bombardier in the Hammer Bomber

There's a big 'but' though. There are apparently no plans to include headset or keyboard support nor a comprehensive in-game voice menu to communicate with team-mates, which is utterly incomprehensible in a game that's all about being a team player.

The danger is that, much as Tribes 2 failed to achieve great commercial success because it was too far ahead of its time and not enough players recognised how rewarding large-scale teamplay can be, AA will suffer a similar fate – not least due to the headset muck-up.

It may not offer quite the depth of Tribes 2's teamplay, but it deserves more than simply being written off as yet another watered-down PC shooter ported to console.

Debatable so-called 'improvements' include being able to fire flares from the fast-moving Shrike-alike Dingos

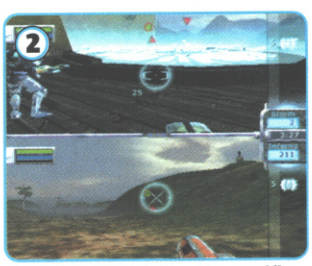
Many of the maps you'll recognise as adaptations from the PC's Tribes 2

DOUBLE VISION

Aerial Assault goes one up on Tribes 2 when it come to playing over the Net with a mate, as it offers split-screen online play.

It's a nice touch, though probably the only time you can guarantee there won't be any problem communicating with other players.

There's no need to go searching around online for your best buddy...



...as he'll be sitting right next to you while you play with 14 complete strangers

Despite criticism on its US launch, European players won't get headset or keyboard options either, and the in-game voice communications are just too limited

computer and video games VERDICT

Should have showcased the potential of online teamplay for PS2, but poor team communication hampers its potential. Players are more likely to go for SOCOM. Shame. **Pete**

- ■ Classes and vehicles add depth to teamplay and variety to every match
- ■ Big maps with little slow-down or lag online
- ■ No headset equals poor team communication
- ■ Pointless offline
- ■ No improvement on US version

7 OUT OF TEN

IF YOU LIKE THIS TRY THESE... ■ Tribes 2 (PC) ■ PlanetSide (PC)

STAR TREK® ELITE FORCE II

IF ENTERPRISE HAD THIS MUCH BLOOD AND GORE, WE'D ALL BE WATCHING

GAME INFO ONLINE GAMING ● COST: £34.99 ● PLAYERS: 1-16 ● OUT: NOW
● PUB: ACTIVISION ● DEV: RITUAL ENTERTAINMENT ● WWW.ST-EF2.COM

Alien heads splatting, guts slathering down echoing ducts, screaming victims dragged off into the darkness by gobbling beasts.

Doesn't sound anything like the usual squeaky-clean Star Trek fare, does it? More like a delicious combination of Aliens, Half-Life and the almighty System Shock 2.

So full marks to the makers of Elite Force II for cranking up the horror this time round. Straddling both the Next Generation and Voyager storylines, Elite Force II sees Lt Alex Munro return from seven years on the Voyager Hazard team to find himself teaching recruits at the Starfleet Academy. His boredom doesn't last long as he's soon asked to join Captain Picard on the U.S.S. Enterprise NCC 1701-E.

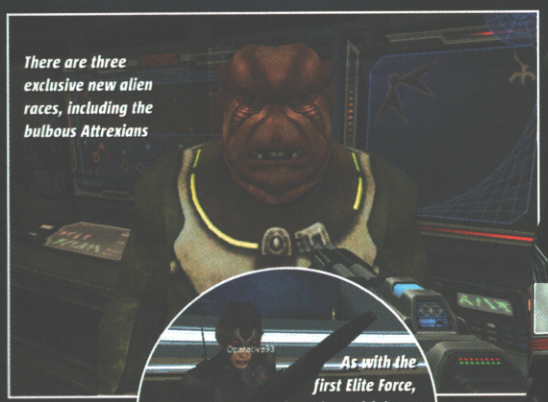
BEAM ME UP, TOTTY

You don't have to love or even *like* Star Trek to enjoy Elite Force II, but fans will certainly be moved to murmur "most impressive" in a Spock-like non-frenzy as they marvel at the attention to detail. From the voice-acting of the likes of Patrick Stewart and Tim Russ (Tuvok) to the recreation of the Enterprise-E right down to the last tiny insignia – it all screams authenticity.

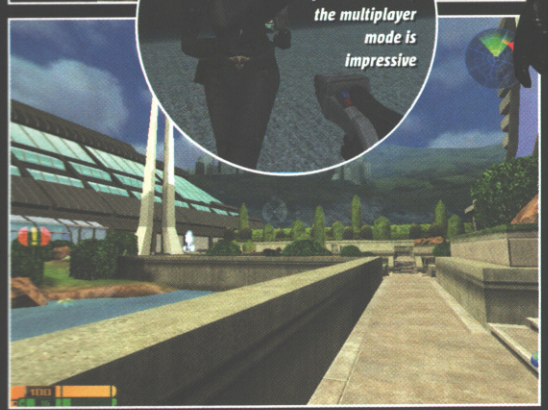
Character detail is greatly improved but Munro still looks like an underwear model

The basic gameplay is standard first-person shooter, but there's enough variety in the 11 missions and their locations to prevent Elite Force II from being just another lock 'n' load corridor rampage. Your first tour of duty involves infiltrating a Borg cube. On subsequent adventures throughout the galaxy you also get to explore Star Fleet Academy, storm through a Romulan Outpost and visit an ancient alien archaeological site.

Elite Force II certainly won't scare off Half-Life 2, but it may well be the best Star Trek game yet.



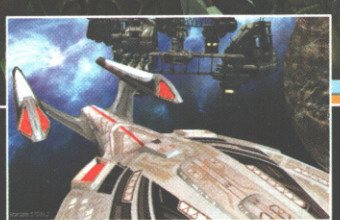
There are three exclusive new alien races, including the bulbous Attrexians



As with the first Elite Force, the multiplayer mode is impressive

Starfleet Academy, where even the Koi carp in the ponds have names. Honest

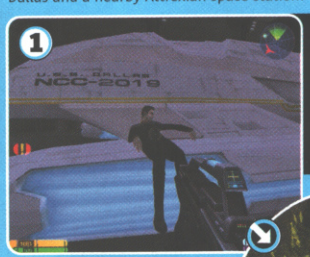
The Borg laydeez are rather creepy. And they want to assimilate. Shudder



The Federation ships have been lovingly recreated in all their detailed glory

EVENT HORIZON

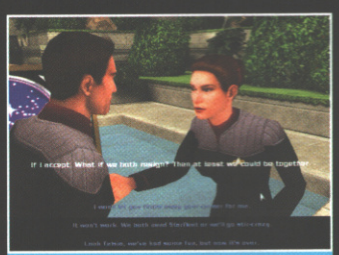
The darkest and most impressive Hazard team mission in the game, the one that borrows so heavily from Half-Life and System Shock 2, (there's even a mine cart!) is a two-parter investigating a mysterious chain of events that take place on the stricken U.S.S. Dallas and a nearby Attrexian space station.



When you arrive on the Dallas, a series of slumped cadavers indicate something is wickedly amiss...

Instant alien autopsies abound as you prowl the innards of the Dallas. Better watch where you tread

The mission ends when you protect Vor'chov on the Attrexian space station



Choices made in chance conversations can affect the entire storyline. Heavy

The enhanced Quake 3: Arena engine propels the rapid-fire action

computer and video games VERDICT

Elite Force II takes a whole Warp Speed leap forward from the first game. The result is an appeal that should stretch way beyond the Trekker fandom universe. **Maura**

- Authenticity in every detail
- Superb character animations
- Scarier than any Trek TV episode

- Can't play as Alexandria Munro
- Lame Hazard team AI
- No Seven of Nine

7 OUT OF TEN

IF YOU LIKE THIS TRY THESE... ■ *Unreal II (PC)* ■ *System Shock 2 (PC)*

You can only carry two weapons and a few grenades at any one time, just like Master Chief in Halo

Tex's special ability is... he's ambidextrous! This enables him to use two weapons at once. Wowza!

BRUTE FORCE

LIGHTWEIGHT SUPERHERO BLAST LACKING IN CLOUT

GAME INFO ONLINE GAMING ● COST: £39.99 ● PLAYERS: 1-8 ● OUT: NOW ● PUB: MICROSOFT ● DEV: DIGITAL ANVIL ● WWW.MICROSOFT.COM/GAMES/BRUTEFORCE

These mutants will blow themselves up so long as they can injure you in the process

We're fussy about our superheroes. Few earn our respect and even fewer gain enough affection to become genuine gaming icons.

Take Master Chief from Halo: we love the burly green god because he eats armies of aliens for breakfast, looks razor sharp, takes care of business like a pro, and has steel-plated balls. He's the John Wayne of sci-fi shooters and nobody messes with the big guy. That's what we like!

So along comes Brute Force, a third-person cooperative squad-based shooter boasting *four* superhero wannabes. Only this band of intergalactic do-gooders feels like a gang of second-rate X-Men.

Yes, they each have unique special abilities, but their clichéd appearances and boringly practical and predictable super-powers mean they're not even close to making the grade of A-list celebrity videogame superheroes.

However, what this motley crew of forgettable faces lacks in originality, personality and charm, it kind of makes up for in crazy gun-slinging behaviour. There's rarely a moment in this new shooter when bullets and grenades aren't pinging all over the screen.

Dish out orders to fellow squad members in the single-player Campaign missions

Try to flush out the skinny little beggars with a well-aimed frag grenade

You can disable the force field simply by shooting the shiny red nubbin

Many of your missions require you to retrieve essential data from behind enemy lines

SPLIT PERSONALITIES

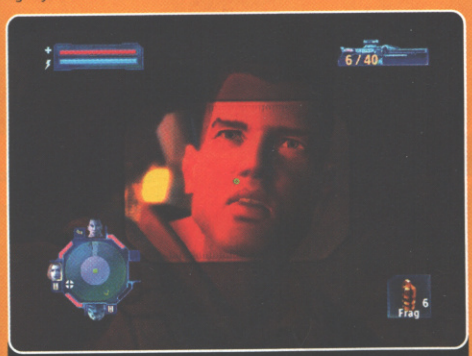
Like in Halo, Brute Force's Campaign adventure is where the most fun is to be found, as you shoot your way through luscious landscapes rammed with hundreds of hostile creatures from outer space. And similar to Bungie's blaster, you can choose to play alone or cooperatively. But the big difference here is that the single-player game enables you to switch between any of the team members in your four-person squad, while giving basic combat orders to the characters that you're not controlling.

Alternatively, you and up to three other mates can each control a squad member in a split-screen four-player Campaign. However, if you think that this would set us up for some smart

IN YOUR FACE

It's only when you zoom in on a fellow team-mate with a sniper rifle that you can get a proper glimpse of how incredibly detailed the character models have been made.

The little wrinkles in the corners of their eyes become visible, as well as their veins and even tiny blemishes on their skin. In a good light you can even see the blackheads on their noses. Yuck!



Zooming in close reveals a nasty great neon mole just above your buddy's top lip. He should probably see a doctor about that one

Your mission on this early level is to rescue Brutus. He's being held in a cage hidden somewhere in this Ewok-style tree village

TAG-TEAM TACTICS

Unfortunately there are very few situations in which you can actually benefit from using a team member's special abilities.

Perhaps the developers should have placed more emphasis on this element of the game so that each character could serve a strong purpose in the Campaign adventure.

Tex is a weapons specialist, but he can't kill what he can't see. Switch to Brutus...

...Because he has thermal vision and can hunt enemies in the fog with ease

There's no need to explore your surroundings. Just follow the yellow blip on your radar to find out where to head next

Once you succeed in killing a creature you can steal their supplies and swap your weapons for theirs

Brute Force seems to have 'borrowed' a few visual ideas from Halo. In fact the sniper rifle zoom effect and aiming reticule look near enough identical in both games

HOT SHOTS

Sod the cooperative Campaign missions for a while, and find out who really is the sharpest shooter of the bunch by getting it on in the multiplayer arenas.

Command a squad of AI characters, link up two Xboxes for a spot of four-on-four team-based mayhem with your mates, or go completely solo in a classic deathmatch.

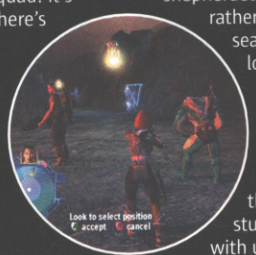
You need a decent-sized TV for split-screen play or it's tough to work out what's going on

Xbox Live multiplayer action would be great but sadly there are no online gaming options

Take out the enemy's shiny attack helicopter with a few perfectly placed pineapples

cooperative strategic action, you'd be sadly wrong. Regardless of each character's special abilities there's hardly ever a time when you're really forced to use them. And as the AI enemies aren't exactly smart, it's rare that you need to move in formation or plan an assault.

It's basically a mental free-for-all, and that's the real thrill of playing Brute Force as part of a squad. It's not clever, but it means there's much more carnage erupting in every direction, and it makes the adventure feel more exciting and explosive than if you didn't have any company.



WHAT A BRUTEY

It's tough to pick holes in Brute Force, looks-wise. It's probably one of the best-looking games out on Xbox at the moment. But although the environments are stunning, their lack of size and the fact that there's no room for exploration might disappoint.

The Campaign missions are arcadey – complete a few simple objectives and kill heaps of bad dudes – and all the levels are extremely linear. You're shepherded from place to place rather than being forced to search for any new locations. Even the outdoor open spaces feel like extravagant organic corridors because it's often impossible to stray from the path as you're usually stuck in some sort of valley with unclimbable sides.

But if you can accept Brute Force's conveyer belt-style stages and lack of team-based strategy, the fat dollop of mindless mental action that waits within its gorgeous-looking world is definitely worth a taste.

The leader of this evil alien race is a tad big-headed

computer and video games VERDICT

This is no classic by any stretch of the imagination, but if you're after a dose of solid and handsome-looking arcade shooty action, allow Brute Force to muscle its way into your Xbox collection. **Mike**

- Intense trigger-happy mayhem
- Looks amazing with an awesome level of detail
- Crazy cooperative action
- Lacks sufficient strategy elements
- No Xbox Live multiplayer
- The characters are a little too dull

7 OUT OF TEN

IF YOU LIKE THIS TRY THESE... ■ Halo (Xbox) ■ SOCOM: US Navy Seals (PS2)

Golden Sun™ The Lost Age

GAME INFO | ONLINE GAMING | COST: £29.99 | PLAYERS: 1-2 | OUT: JULY 25 | PUB: NINTENDO | DEV: CAMELOT SOFTWARE | WWW.NINTENDO.CO.UK

THE HANDHELD RPG KING RETURNS FOR MORE FUN IN THE SUN

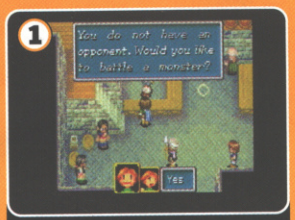
The sequel features some jaw-dropping spell effects

The Lost Age practically licks your eyeballs with its lush graphics

MONSTER MASH

In the Battle Arena mode you have the opportunity to hone your skills by challenging the game's formidable roster of monsters to combat.

Alternatively, link your GBA up to a mate's and you can pit your two parties against each other.



Wait in the lobby for a human challenger or dive straight into the sword-swinging mayhem

Only monsters you have already encountered in the main game will appear in the arena

Chests contain many untold wonders

Last year's Golden Sun was an unrelenting miniature masterpiece of role-player splendour.

Opening at the point where that game left off, The Lost Age resumes the complex story of alchemy and world domination and hurtles ever onwards like a circuit trainer on a sugar rush. If you're a series newbie, the chances are you'll be throwing your arms up in dumbfounded confusion before long.

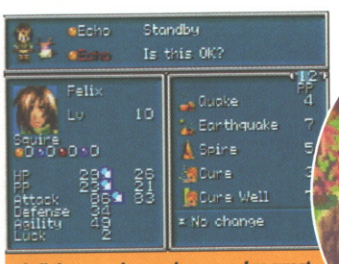
PLAYING THE ROLE

Guide your party of adventurers across fantastic lands, talk bobbins with crazy townsfolk, trawl through fiendish dungeons, obliterate monsters in an endless procession of random turn-based battles and crunch enough stats to make Carol Vorderman's eyes water.

Yep, The Lost Age has its relatively standard old-skool elements for sure, but the inclusion of the ingenious Djinn fighting system helps the game to transcend this. Djinni are little elemental creatures that roam the landscape. Stumble across one and beat it in battle and your party will be able to harness its incredible attack powers in combat, raining pocket-sized mayhem on enemies in a blaze of graphical splendour.

GOLDEN... DELICIOUS?

With the two-player Battle Arena mode, the ability to import character stats from the original Golden Sun, beautiful graphics and audio so



If all these numbers make your palms sweat, best steer clear of The Lost Age

Rope shimmying plays a big part in puzzles this time around

BOTTLE THAT DJINN

Every now and again, you will cross paths with one of the game's many elemental Djinni.

If you succeed in beating these feisty creatures in battle, their devastating magical attacks will be at your disposal during combat.

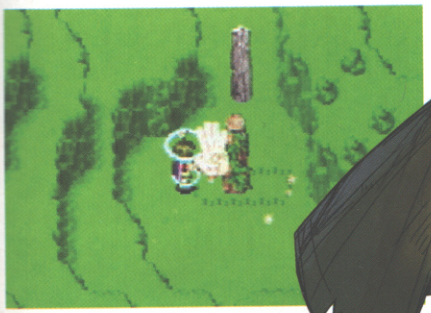
Use all your cunning and guile to corner one of the little fellas

They might be wee in stature but Djinni can take a fair bit of pounding

...ready to unleash its diminutive but deadly fury on your enemies

Once you've defeated one, a Djinn will tag along with your party...

The many characters just love to talk. And talk and talk



Overcome obstacles through crafty and tactical use of your magical abilities

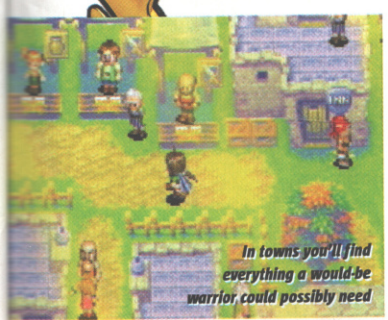
Answer questions however you like. The game will ignore you anyway

blissful that butterflies practically shoot out of your GBA whenever you play, it's impossible to fault Lost Age's presentation.

However, there's still too much unnecessary text to wade through during conversations and the early stages of the game are so slow-paced that many gamers will have switched off long before the good stuff starts. Occasionally, too, objectives can be vague, leading to a lot of aimless wandering around the game world, cursing the sometimes hair-tearingly frequent random battles.

If the thought of playing an RPG sends you racing for the hills in terror, The Lost Age probably isn't going to coax you back over the horizon. For anyone else, however, there's a long, satisfying quest ahead. Just remember: newcomers to the series would be wise to start with the original title to truly get the most from the story.

The overworld map spins and rotates in beautiful three-dimensional glory



In towns you'll find everything a would-be warrior could possibly need

computer and video games VERDICT

More sublime old-skool role-playing goodness, although it's more of a second chapter than a proper sequel. Could be somewhat impenetrable to series newcomers. **Matt**

- Beautiful presentation
- Lengthy and engaging quest
- Unique Djinn battle system

- Assumes knowledge of the first game
- Massively long-winded conversations
- Excessive random battles

8 OUT OF TEN

IF YOU LIKE THIS TRY THESE... Breath Of Fire II (GBA) Zelda: A Link To The Past (GBA)

GAME INFO ONLINE GAMING

COST: £39.99 PLAYERS: 1 OUT: NOW

PUB: UBI SOFT DEV: NEKO ENTERTAINMENT WWW.UBI.COM

CHARLIE'S ANGELS

TOP TOTTY IN DULL GAME SHOCKER

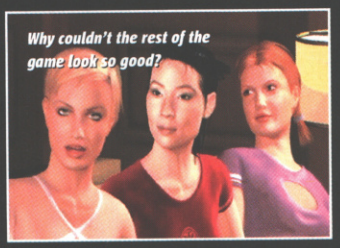
We have been ruined by Enter The Matrix. Now we expect all film tie-ins to be just as dynamic and exciting. So when something like Charlie's Angels comes along and we slump into despair, weeping softly.

Despite being released to coincide with summer blockbuster sequel Charlie's Angels: Full Throttle, the first ever Angels game has a completely separate plot. In the game, Charlie's athletic darlings are trying to find out who's stolen the Statue of Liberty.

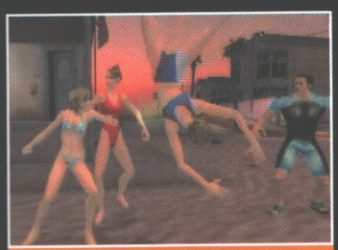
SHAKE YOUR MONEYMAKER

The impressive CGI cutscenes feature all the usual smutty Angels banter that made the first film so cool, but sadly the actual gameplay itself is mediocre. Your only task is to repeatedly punch and kick your way around six locations that include snowy Alaska and sunny Mexico.

Your path through the levels is fixed and you have no opportunity to explore the environments. The combat engine is very basic and you'll soon get bored with trashing endless baddies, despite the foxy babes.



Why couldn't the rest of the game look so good?



The combat controls feel stiff and slow and you'll soon get tired of the repetitive moves

Lucy gets quite touchy if you try to chat her up

You can switch between your favourite Angels at any point in the game

computer and video games VERDICT

What a missed opportunity: here we have a kick-ass film, featuring three great-looking, sassy chicks and zippy storyline, but it's spawned a lacklustre videogame. **Maura**

- Superb CGI sequences
- Voice acting from the stars
- Scantily clad Angels

- Terrible fighting moves
- Restricted movement
- Looks like a PSone game

5 OUT OF TEN

IF YOU LIKE THIS TRY THESE... Enter The Matrix (All) DOAXBV (Xbox)

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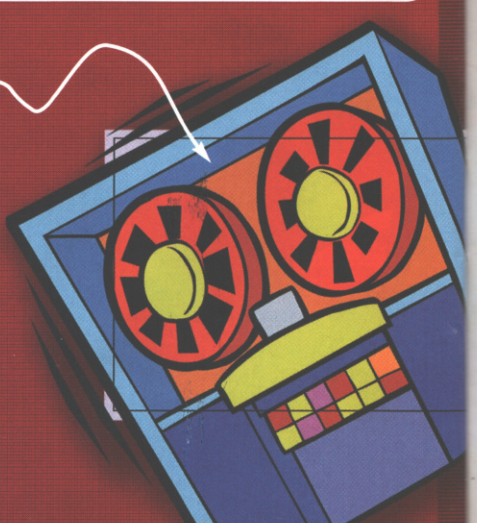

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23359 JXL, Less Conversation
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23363 K.Minogue, Out of my head
25124 Kym Marsh, Cry
23364 Las Ketchup, Ketchup Song
23319 Lisa Maffia, All Over
23307 Mel C, On the Horizon
23374 Ms. Dynamite, Put Him Out
23379 Nirvana, Teen Spirit
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23395 1 True Voice, Shksprs Words
23386 Pink, Family Portrait
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23383 Puretone, Stuck In A Groove
23336 R.Kelly, Ignition
23255 Radiohead, There There
23389 RHCP, The Zephyr Song
23391 Robbie, Come Undone
23310 Room 5, Make Luv
23396 S.Whatmore, I Lost You
23337 SClub, Say Goodbye
25058 Sean Paul, Get Busy
23401 Shakira, Whenever
23263 Shania, Forever and 4 Always
23403 Sinead, Can't Break Down
23407 Sugababes, Shape
23772 Supergrass, Seen The Light
23410 TATU, The Things She Said
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25155 Tomcraft, Loneliness
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23015 Jaimeson, True
23016 Jakata ft. Seal, My Vision
23017 Jnr. Snr, Move Your Feet
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23019 Lasgo, Alone
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23029 Roykson, Poor Leno
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Bob	Elvis	Caine	Orville	Xena	Kylie	Mr T	J-Lo	Jolie	Alan	Britney	Buffy	David	Jack
10030	10089	10197	10213	10279	10164	10208	10132	10140	10010	10040	10043	10025	10118
Hamlet	Dennis	Liam	Kermit	Tony	Jay	Basil	Pacino	Rock	Willow	Tom	Animal	Shady	Dre
10019	10069	10183	10212	10259	10123	10022	10110	10273	10266	10255	10210	10090	10085

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DYNASTY WARRIORS 4

HISTORICAL SLASH 'EM UP MAKES A WELCOME RETURN TO FORM

GAME INFO

● COST: £39.99 ● PLAYERS: 1-2 ● OUT: NOW
● PUB: KOEI ● DEV: KOEI ● WWW.KOEI.COM

Life is good as a second-century Chinese Warlord in Dynasty Warriors 4. You spend your time trying on ornate costumes, twisting your fancy moustache into funny shapes and practising your special head-severing sword twirl.

And the fun doesn't stop once you're skewered through the gizzard in battle. Your memory endures through the centuries, your exploits re-enacted in lovingly crafted detail via the Dynasty Warriors gaming saga. Result.

THE ART OF WAR

This fourth outing in the popular series sticks to the tried and tested formula of the previous games, with a few notable enhancements, such as duels and elemental attacks.

The story still focuses on the events surrounding the fall of the Han Dynasty and the legends of the Three Kingdoms of Shu, Wei and Wu. If you're confused by all the factions and clans, there's a comprehensive encyclopaedia accessed via the main menu, while the lush cutscenes and intro sequences portray the heroic deeds.

There's something about DW4 that just makes you want to smile. It uses a very simple style of gameplay, although there are elements of strategy in deciding who, what and where to attack first.

Above all it's just tons of arcade-style fun as you hack and slash your way through swathes of enemy soldiers. And even though you are repeating the same actions over and over again, sending all those bodies flying through the air with your swinging sword/cudgel/pointy thing never gets boring.

If you're new to Dynasty Warriors, this would be an excellent place to start. Just don't expect anything deeper than a flesh wound.

Challenge Modes include Endurance (pictured), Bridge Mêlée and Destruction

Who knew warfare could be so beautiful? Where's the blood and gore?

When we talk about 'hack 'n' slash', we don't mean harvesting corn

You need to equip Orbs in order to unleash Elemental and Poison attacks

As you progress in Musou or Story Mode you can build up your character's Stats

DEATH BEFORE DISHONOUR

The addition of random one-on-one encounters with enemy Officers adds a completely new element to the mêlée-based gameplay.

If you refuse a duel, your unit's morale will drop. However, if you accept and lose, it's instant game over...

If you run from a duel, tail between legs, you'll look like a real coward

Dash, dice and slash like a demon to stun your opponent quickly

Special Musou moves are only available when you're close to death

You can choose up to eight hefty bodyguards to fight alongside you in battle

GAMES VERDICT

The definitive version of the oriental hack 'n' slasher will delight fans of the genre, and may well manage to tempt a few mêlée virgins to join the fray too. **Maura**

- ■ Historically accurate detail
- ■ Epic, one-on-one duels
- ■ Herds of rampaging elephants

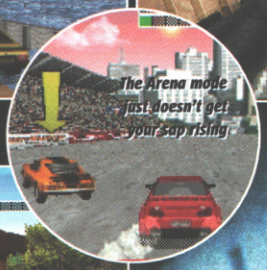
- ■ Repetitive gameplay
- ■ Occasional slowdown
- ■ No blood. Or guts, for that matter

7 OUT OF TEN

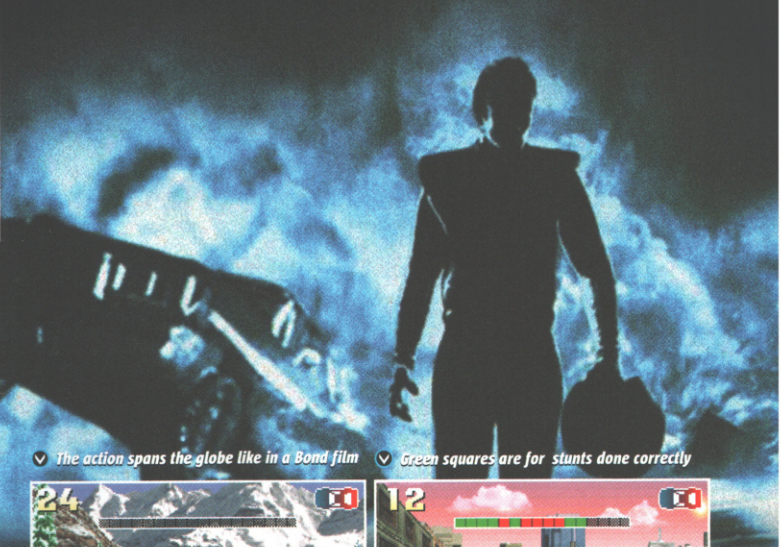
IF YOU LIKE THIS TRY THESE... ■ Hunter: The Reckoning (Xbox) ■ Soulcalibur II (PS2)

Your task is to bunny-hop Big Ben. Up for it?

Things do pick up when you get the faster motors



The clapperboard provides some movie business authenticity to the game



The action spans the globe like in a Bond film

Green squares are for stunts done correctly

Going mental in a Tuk-Tuk isn't much cop

STUNTMAN

SOMETIMES TOO MUCH AMBITION CAN BE A BAD THING

GAME INFO ONLINE GAMING ● COST: £29.99 ● PLAYERS: 1-4 ● OUT: JUNE 20 ● PUB: INFOGRAMES ● DEV: VELEZ AND DUBAIL ● WWW.INFOGRAMES.CO.UK

In case you didn't know, this is the age of 3D gaming. Everything now has to be in the third dimension or risk being labelled old-skool, retro or, worst of all, niche.

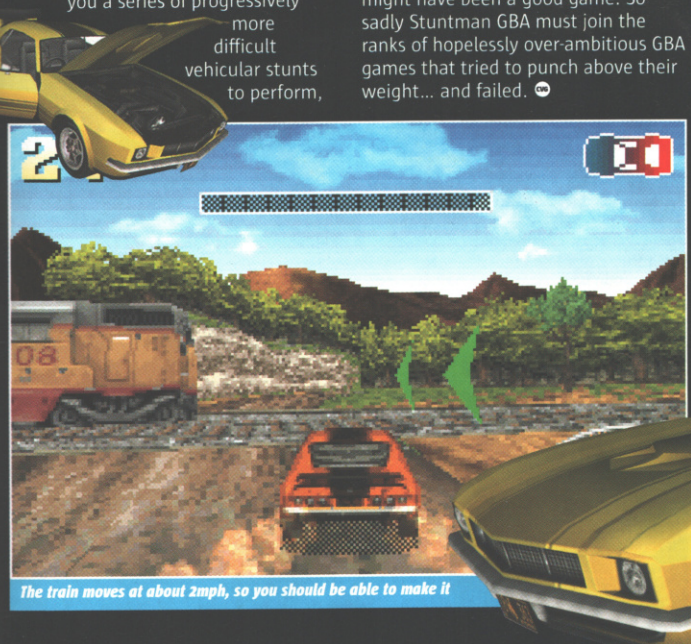
Therefore, we get a GBA version of Stuntman resplendent in all three dimensions, but with it comes a whole load of problems that cripple what could have been a promising title.

MAKE IT FASTER

For better or worse the game tries to stay true to the PS2 original, setting you a series of progressively more difficult vehicular stunts to perform, spread over six movies. We're talking dodging explosions and daredevil jumps, and all without the PS2's millennia-spanning load times. So far, so good. But what they haven't done is incorporate any of the excitement or speed of the original.

The car-trashing antics may be well thought out, but they take place in a world where things happen very slowly – especially at the start. So the high-speed donut you pulled feels more like a sedate parking manoeuvre by an aircraft carrier.

This flaw permeates throughout, wrecking any chance of enjoying what might have been a good game. So sadly Stuntman GBA must join the ranks of hopelessly over-ambitious GBA games that tried to punch above their weight... and failed.



The train moves at about 2mph, so you should be able to make it

PUSHING THE LIMITS

Not content with detailed 3D graphics, this GBA upstart also wants to speak to us.

All upcoming sessions are heralded by the unsettling spectre of a disfigured man explaining what the plan is. He even tells you what to do while you're motoring along. All very nice but without pulse-tickling speed he may as well be reading a shopping list.

Knocking over skis with a snow-mobile is one of the hardest stunts in the world

Right about now the director is there, urging you to make the jump

computer and video games VERDICT

Quite simply, handheld Stuntman tries really hard to be like its PlayStation 2 brother, but the GBA's limitations make this a totally pedestrian experience. **Rich**

- ■ Is decent enough looks-wise
- ■ Manages to include a few good ideas
- ■ Way too slow-paced to be any fun
- ■ Annoyingly difficult to navigate
- ■ The voice-over's done too quietly

5 OUT OF TEN

IF YOU LIKE THIS TRY THESE... ■ V-Rally (GBA) ■ GT Advance (GBA)

Use the map to navigate if you have X-ray eyes... so you can see the tiny routes

GAME INFO ONLINE GAMING
COST: £29.99 ● PLAYERS: 1-2 ● OUT: 4 JULY
PUB: THQ ● DEV: ALTRON ● WWW.THQ.COM/

THE SIMPSONS ROAD RAGE

DON'T HAIL THIS NOT-SO-CRAZY TAXI

Though authentic to the show, we reckon the home console versions of Road Rage are ranker than month-old road kill and the games' only redeeming feature is the ability to drive around your favourite Springfield locations.

Take that away and shrink the whole thing down onto a weedy little GBA screen and you've got a recipe for the sort of disaster the Bumblebee Man would be proud of.

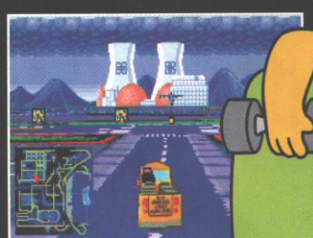
Unlock new Simpsons stars by doing well in each mode

These glowing balls signify a drop-off or pick-up point

I'VE LOST MY HOUSE!

There are loads of modes, but each is essentially a variation on the 'take person to location' theme, even when you're fulfilling individual characters' tasks in the Mission mode. The real problem lies in the visuals. Your fares want to go places, but they're not buildings as they would be in the 'real' Springfield town – they're just flat targets drawn on the ground.

They are easy to miss, too. Success depends on learning their exact locations by trial and error and repeated play. Not much fun, folks.



The Power Plant is there but you can't get to it. D'oh!

This sign is the only hint you're on Evergreen – where's the Simpson home?

games VERDICT

A cool licence and it's authentically The Simpsons, but the game is worse than the rather stinky console versions. There's not even much appeal here for die-hard fans. **Lee**

- + It's a game with The Simpsons in it!
- + Front-end presentation is top quality
- + Loads of ways to play, even if they are samey
- − Far too easy to miss your objectives
- − Where are all the buildings in Springfield?
- − Boring trial-and-error play to memorise levels

5 OUT OF TEN

IF YOU LIKE THIS TRY THESE... ■ Crazy Taxi Catch A Ride (GBA) ■ GT Advance 3 (GBA)

twisted me

GAME INFO ONLINE GAMING
COST: £24.99 ● PLAYERS: 1-8 ● OUT: NOW
PUB: SONY ● DEV: INCOG INC ENTERTAINMENT ● HTTP://TWISTEDALLEY.FREE-HOST.COM

PUT US OUT OF OUR MISERY

If Twisted Metal Black in multiplayer has been eating up your spare time, the chance to prove your worth online will be tempting.

Nobody here on CVG is really that good at Twisted Metal, but we have a go every now and again, and it's a laugh. Although we're not about to start a clan or anything...

Twisted Metal Black: Online we can take or leave. It's not a game to buy a Network Adaptor for, though at this sort of price there's potentially a lot of value for your total Twisted Metal die-hard. Those of you whose heads are yet to be turned by the lure of um, car combat, will only find what's on offer here frustrating, and not all that much fun.

What you do is almost too simple: drive one of 15 heavily modded vehicles around one of 20 arenas, shooting a maximum of seven other guys before they shoot you. You can do this by connecting PS2s over a Local Area Network (let's hear you say 'Oh, LAN party!'), or via that amazing Internet. We played mostly online to see how many other people in Europe were thrilled at the idea.

Take to ramming if you're out of ammo

LUNATICS UNITE

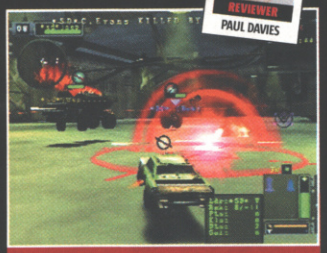
It seems that the most popular arenas are Freeway and Suburb, most likely because they're easy to navigate due to the roads, have

The names of other players, together with their health status, are displayed above the vehicles

You take your life into your own hands if you take a ride on the Freeway. You're a sitting duck

TWISTED METAL: BLACK ONLINE

Guided missiles ruin the fun for everyone



Keep moving or you'll be easy to target

REVIEWER
PAUL DAVIES

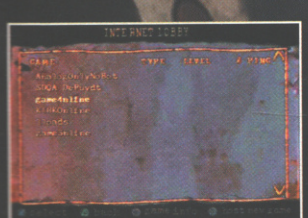
sweet spots at intersections, and because they're fairly open.

Anyway, here's where we spent most of the time battling an average of three other guys, but usually only one or two. It's Counter-Strike on wheels, we guess, but without the intricacies of movement or any of the stealth and strategy.

Against a CPU opponent you just want to destroy, this kind of action is literally a blast: explosions going off all around you, and any extra power you can accumulate via pick-ups is much appreciated. You feel good. In a multiplayer context it's not so great, because it's so hit and miss.

HIT THE ROAD BLACK

While online may have seemed like an obvious direction in which to take TMB, the reality of it is weak. In the US it could be a different story as far more people are set up to play online, but it seems that the experience in Europe, for now at least, is depressing. CVG



Before logging onto a server, check what style of game the host is playing

games VERDICT

Offline, in the one-player quest, it's still worth checking out Twisted Metal Black. This online-only edition is lacking in ideas to give it fresh appeal, especially communication. **Paul D**

- Remains sinister-cool in theme, with great looks
- Variety of control between vehicles is good
- Not being able to talk, or type, really sucks
- Lacks depth compared to other online games
- The European servers are almost deserted

4 OUT OF TEN

IF YOU LIKE THIS TRY THESE... Twisted Metal Black (PS2) Twisted Metal: Small Brawl (PS2) SOCOM: US Navy Seals (PS2)

GAME INFO ONLINE GAMING
COST: £39.99 PLAYERS: 1 OUT: NOW
PUB: ACTIVISION DEV: RASTER PRODUCTIONS GAMES.ACTIVISION.COM/GAMES/RTCW_CONSOLE

RETURN TO CASTLE WOLFENSTEIN OPERATION RESURRECTION

IT'S ALIVE BUT IT SURE AIN'T KICKING

REVIEWER
MIKE COOPER

When Return To Castle Wolfenstein first leapt out of the darkness a year and a half ago it set PC gamers on fire with its devilish good looks and killer action.

The feisty single-player Nazi horror adventure was as tight as a drum and the multiplayer modes were monstrously entertaining.

Fast-forward to the present day and PS2 is being treated to an 'updated' version of the PC classic. Except there are no multiplayer modes and only a handful of new introductory levels have been chucked in to fatten up the one-player adventure. Oh.

SECOND-HAND SHOOTER

Operation Resurrection is a bit of a cheap hand-me-down. All the famous zombie-toasting scenarios and Nazi-blasting action come as standard, but since RTCW's original release PS2 has been treated to the likes of TimeSplitters 2 and Medal Of Honor: Frontline.

So without many new features the whole experience already feels dated, especially as the new introductory levels are probably the dullest in the game. It seems they've only been included to give the original story some background, and they play more like tutorial stages than anything else. Nor does it look as crisp as either the PC or Xbox games.

Nonetheless, if you can stomach Operation Resurrection's lack of innovation and originality, and didn't play the PC version, the game offers enough gun-loving fun to entertain the less fussy FPS fan. CVG

It's a real shame that the opening levels are so uninspired. We weren't sucked in

Pierce their crusty evil flesh with lead and send 'em back to hell

games VERDICT

Just doesn't pack the same ferocious punch as its PC predecessor and the lack of multiplayer action is unforgivable. However, Operation Resurrection is still fun, if a bit stale. **Mike**

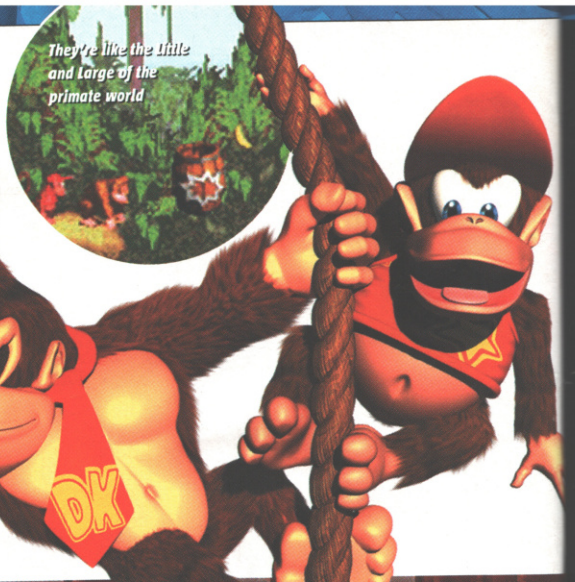
- It's an out-and-out zombie fest
- Features many a lady clad in leather
- Some cool shooters
- No multiplayer action
- New levels are rather lame
- Lacking in excitingly fresh features

6 OUT OF TEN

IF YOU LIKE THIS TRY THESE... TimeSplitters 2 (PS2) Halo (Xbox)

GAME INFO | ONLINE GAMING | COST: £29.99 | PLAYERS: 1-2 | OUT: JUNE 6 | PUB: NINTENDO | DEV: NINTENDO | WWW.NINTENDO.CO.UK

DONKEY KONG COUNTRY



RETURN OF THE ORIGINAL JUNGLISTS WITH A REMAKE OF A REMAKE

Back in the dying days of the SNES, Rare produced a solid gold classic by the name of Donkey Kong Country and miraculously staved off the platform's death throes. Nintendo was so pleased with the game's life-extending properties, it tried the same thing on Game Boy Color just a few years ago.

Now here comes a Game Boy Advance incarnation of the same game, and with it a suggestion of over-milking the exploits of two apes in search of their stolen banana stash.

The Kong family are rightly proud of the banana mountain they have built

Mining carts are a Rare favourite. Remember Banjo Kazooie

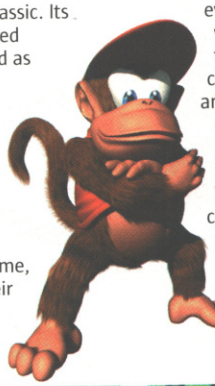
SIMIAN HIGH-JINKS

Nintendo would no doubt counter by saying this is a classic that many will never have played. And it'd be right: the original *is* a classic. Its six worlds of multi-layered platform rompery looked as good as they played.

But the killer punch was the way Donkey and Diddy appeared on screen together, one cavorting perfectly behind the other, and how you could switch between them at any time, taking advantage of their distinct skills. It was this simple ploy that elevated the game from a blatant Mario pastiche into something altogether more engaging and individual.

The GBA version manages to capture the splendidly fluid gameplay in all its silly banana-hunt glory. And it even throws in some extras, with a couple of typically dippy two-player mini-games, hidden character art and a handy save-anywhere function.

But for all the game's bountiful charms it can't match the original's vibrant visuals. With a slew of skilfully converted classics under its belt, you'd expect Nintendo to do better. It's still worth a look for 2D gaming tourists, but not those with rose-tinted nostalgia.

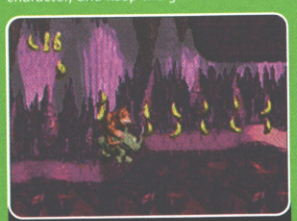


Finding the hidden letters opens up character art and several bonus levels

YOU'VE GOT FRIENDS

Donkey and Diddy are popular lads, and not only with the ladeez. They've also forged strong links with other members of the animal kingdom, and their friends are more than happy to help in the search for their nicked 'nanas, and the perp, King K. Rool.

First you'll be able to jump on the back of a rhino and flatten all that lies before you. Then comes a fleet of foot ostrich and a feisty swordfish. They've all got Rare's trademark humour and character, and keep the game fresh.


With so many bananas to find it pays to have a bunch of friends

DK will jump on the back of any of God's creatures. The slag

The game is still a looker, but not a patch on its old mum

Barrels play an integral role in the game. Keep rollin' on!

computer and video games VERDICT

A fine example of a two-dimensional platformer, but the fact remains Donkey Kong Country, the third version of the game, is not the prettiest of the bunch. **Rich**

- ■ Satisfyingly tight controls
- ■ Excellent level design
- ■ A set of iconic characters

- ■ It's less detailed than the original
- ■ Features less detail than original

7 OUT OF TEN

IF YOU LIKE THIS TRY THESE... ■ Yoshi's Island (GBA, SNES) ■ Sonic Advance (GBA)

Beach volleyball summer heat

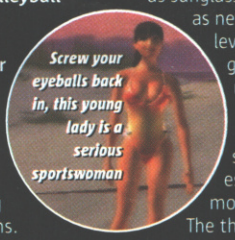
BOUNCING BIG-UNS ON THE BEACH

GAME INFO ONLINE GAMING ● COST: £39.99 ● PLAYERS: 1-4 ● OUT: NOW ● PUB: ACCLAIM ● DEV: ACCLAIM STUDIOS CHELTENHAM ● WWW.ACCLAIM.COM

If they weren't so busy brushing sand from their crevices, the beach volleyball community would probably be rioting in their thongs by now.

Thanks to games such as DOAXBV and Beach Spikers, their once proud sport is now synonymous with taut buttocks, jiggling breasts and quivering thighs.

But wait, all is not lost for Beach Volleyball purists. Summer Heat Beach Volleyball attempts to claw back a little authenticity by featuring strapping beach hunks as well as pneumatic babes in bikinis and by occasionally concentrating on the *skills* and *tactics* of the sport. Goodness.



Screw your eyeballs back in, this young lady is a serious sportswoman

It's all good clean, slightly titillating fun, especially in multiplayer mode, but hardly compelling. The thrust is more Virtua Tennis than DOA, but volleyball doesn't have the intensity or depth of a Wimbledon-style racket-flinging session.

EYE ON THE BALL

The arrow system that shows you when and how hard to hit the ball is ingenious. It's quite tricky to get the timing right at first, but once you get a rhythm going you'll be slamming that ball into the opposition's court like a veteran. In Tournament and Training Mode you can unlock accessories such as sunglasses and costumes as well as new characters and secret levels, but that's as far as it goes in terms of DOA-style novelty. No bizarre dating rituals here.

computer and video games VERDICT

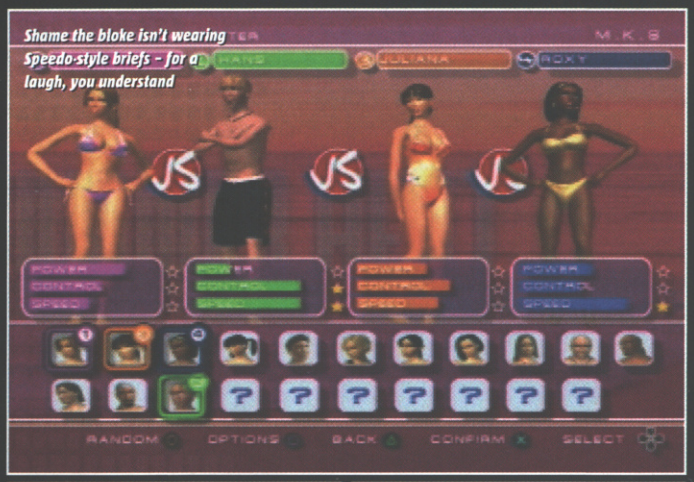
Fine as a fun 'back from the pub' party game but, even with the inclusion of dental-floss bikinis and curvaceous cuties, it's hard to see it having any long-term appeal. **Maura**

- Sexy girls *and* sexy guys
- Gorgeous sun, sand and surf locations
- Lots of unlockable treats

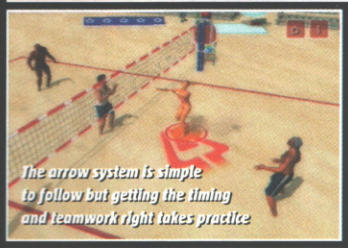
- Unhelpful training level
- The gameplay's too simple
- Beach volleyball is a minority sport

6 OUT OF TEN

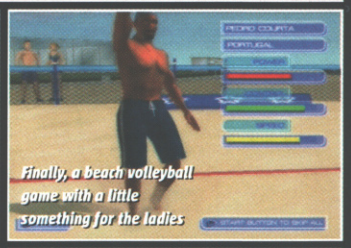
IF YOU LIKE THIS TRY THESE... ■ Beach Spikers (GC) ■ DOAXBV (Xbox)



Shame the bloke isn't wearing Speedo-style briefs – for a laugh, you understand



The arrow system is simple to follow but getting the timing and teamwork right takes practice



Finally, a beach volleyball game with a little something for the ladies

Check out the Pink and Kylie tunes while chillin' at your luxury villa

The mini-games include Beach Bowls and the distressing Nerd Smash

LE TOUR DE FRANCE CENTENARY EDITION

BUTTON-BASHING-FUELLED PEDAL POWER ON PS2

GAME INFO ONLINE GAMING ● COST: £39.99 ● PLAYERS: 1-2 ● OUT: NOW ● PUB: KONAMI ● DEV: KONAMI ● WWW.KONAMI.COM

Some sports translate well to console – think Formula 1 and wrestling. And some not so well, like bowling and fishing. Cycling, it would seem, also falls into the latter category.

TWO WHEELS GOOD

That said, there is some fun to be had in this update: the two-player mode is a laugh and slipstreaming your opponents for maximum speed is both cunning and highly effective once mastered. However, you can't help but think all you're doing is riding a bike. True, you can get some decent speeds up, but somehow the glamour that naturally attaches itself to racing titles is wholly absent here.

If you're a true fan of the sport, no doubt you will enjoy all the different stages of the Tour De France and have fun customising your bike. But for everyone else, the thrills are pretty limited.

computer and video games VERDICT

While the Tour De France mode can be fun, the excitement provided by this 'Centenary' edition is fairly limited for anyone other than dedicated pedal pushers. **Paul**

- Easy to control
- Lots of depth in the Tour De France mode
- Not as hard on the thighs as a real bike

- A little repetitive for some
- Not different enough from previous version
- Not as much fun as a real bike

6 OUT OF TEN

IF YOU LIKE THIS TRY THESE... ■ Mad Dash Racing (Xbox) ■ MotoGP (Xbox)

It makes sense to break away from the pack to get some space if you can

Watch out for those walls. Unfortunately breathing in is probably insufficient

Racing a mate adds to the fun of Tour De France. Well, something has to

Drinking plenty of water and staying hydrated is essential to your rider's success

MACE GRIFFIN BOUNTY HUNTER

TAKE TWO GAMES INTO THE SHOWER: A SHOOT 'EM UP AND A SPACE OPERA

GAME INFO ONLINE GAMING
COST: £39.99 ● PLAYERS: 1 ● OUT: AUGUST 25
PUB: VIVENDI ● DEV: WARTHOG ● WWW.HUNTTHEMDOWN.COM

Once you get the hang of targeting, there is much frantic fun to be had

After slaying bug-brained aliens in Halo and singeing monkey fur in TimeSplitters 2, up steps hardened bounty hunter Mace with a combination of space flight and firefights.

It seems anticipation for Mace Griffin has been building for ages. It starts off promisingly enough, presenting eight playable characters each with six different fire and movement combinations. Surely the replay value of such a game will be through the ceiling? Well, sort of.

HE'S PACKIN' MACE!

Mace is rock hard. For a start, the AI is inconsistent, ranging from Vorderman-smart to dumber than your third best mate. Add to this some early levels played out in near total darkness and an aiming system which really takes some mastering and you have a game of relentless and, we reckon, unnecessarily great difficulty.

Eager to prove its versatility, Mace has flying sections too, allowing you to pilot six different craft. Sadly, these are even more frustrating than the FPS bits. Although the action is arcade-style, the absence of true forward motion, where you can soar past the objects in front of you, makes it feel like more of a tacked-on mini-game. With 13 tough missions in all, the flying doesn't offer enough depth and variation to pique your interest. OM

MEET MACE GRIFFIN

The game starts off by parading five minutes of B-movie hokum – that's eight whole cutscenes.

Yes, you can skip them and they do get better later on, but it's a fairly banal way to begin your adventure.

Mace is a loner, but he starts out working for the Corps...

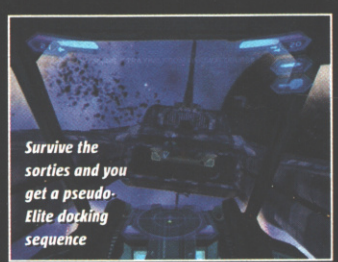
He's with a troop of tough men on a routine mission

Well blow us backwards, readers... something has gone wrong, has it? Surprise!

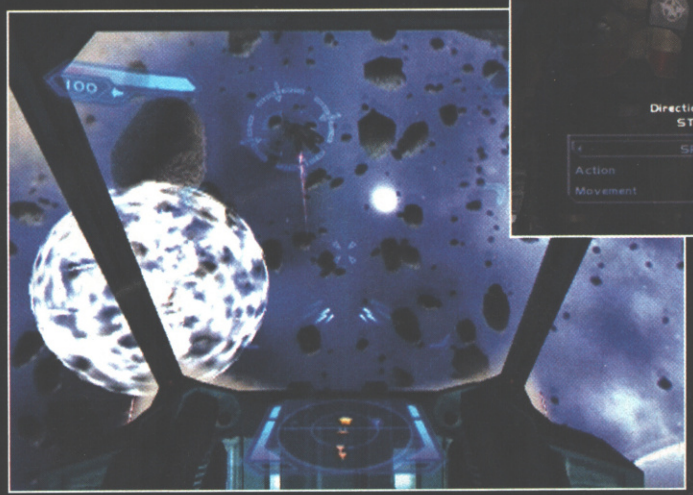
You'll need to be Bugs Bunny to see some levels

So many set-up options, so little point

Targeting is hellish at first and doesn't really let up



Survive the sorties and you get a pseudo-Elite docking sequence



The game's lack of auto-targeting means that you spend ages spinning around

GAMES VERDICT

Mace Griffin presents some good ideas, but handles them simplistically. It's nothing you haven't seen before and most of it you'll have seen done better elsewhere. **Mike A**

- Does shooting and flying in the same box
- Halo-inspired weapons
- Challenging and varied enemies

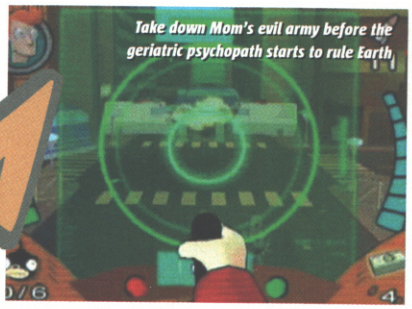
- Boring story, badly acted
- Savage learning curve
- Jack of all trades, master of none

6 OUT OF TEN

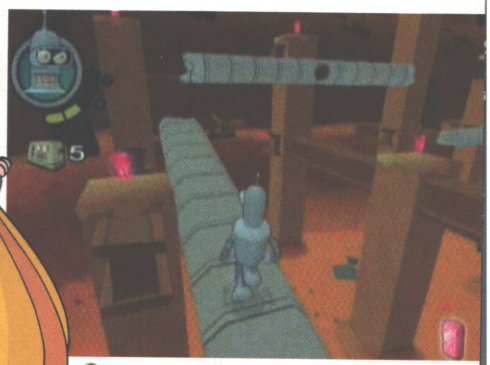
IF YOU LIKE THIS TRY THESE... James Bond NightFire (PS2, PC) ■ Halo (Xbox)

FUTURAMA

Poor old Fry gets attacked by a man with a set of unfeasibly large tentacles



Take down Mom's evil army before the geriatric psychopath starts to rule Earth



Here we have a rare sighting of Bender without beer or porn so we captured the moment

"GOOD NEWS, EVERYONE..." IT'S FUTURAMA ON XBOX

GAME INFO | ONLINE GAMING | COST: £39.99 | PLAYERS: 1 | OUT: JULY 11 | PUB: SCI | DEV: UDS | WWW.SCI.CO.UK

Don't listen to anyone who tries to tell you Futurama is The Simpsons' underachieving cousin. It is truly funny and great on its own terms. To prove it, Futurama the game is coming your way and if you don't like it, you're missing out.

Futurama the game is wrapped beautifully in Futurama the show. Writers from the programme have written the cutscenes, which are also voiced by the original actors. In effect this amounts to an entire new episode of Futurama for you to chuckle at.

Unfortunately, the game itself isn't up to the standards of the show. While the big, beautifully drawn characters look and sound exactly like their cartoon-series counterparts, they don't offer a great deal in the way of a gaming challenge.

BITE MY SHINY METAL ASS

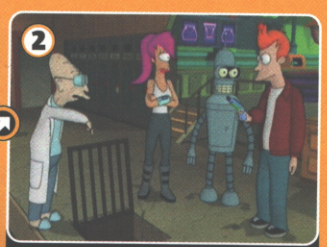
There is a good variation as you progress through the game, with each character bringing something different to their respective levels. The trouble is that while the game is certainly amusing, fun and on occasion, quite tough, there just isn't enough depth to satisfy most gamers. On the whole it's pretty pedestrian stuff consisting of walking, shooting and well-timed jumping.

An amusing, well-packaged licence that will appeal to players' love of the show but less to their love of games.

GIVE US A NIBBLE

Scattered throughout the game are Nibblers. These are cute, furry, secret overlords of the universe, which are well worth keeping an eye out for. They unlock all the Futurama footage, see, which, when watched in sequence, amounts to an entirely new episode of Futurama that cannot be seen anywhere else. Far out.

Find the Nibblers and blast them free of their caged surroundings...



...And you'll be rewarded with your very own episode of Futurama

BEND 'EM ANY WAY YOU WANT TO

In Futurama you get the opportunity to play as Fry, Leela, Bender and the ever-odd Dr Zoidberg as you progress through the game.

Each character has his or her own strengths. Bender is king of hand-to-hand combat, while Fry has a laser pistol and rifle to hand. And a hammer, worryingly enough.

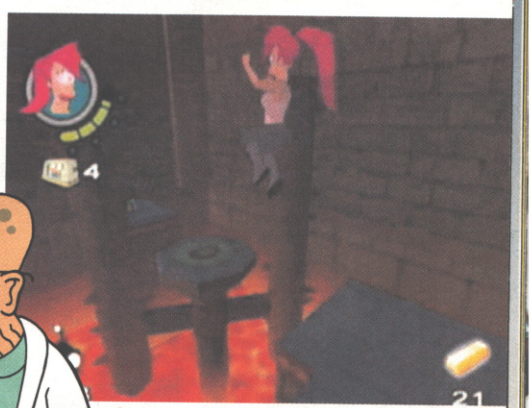
Fry can pick up a variety of different weapons

Pity Bender doesn't have super-strong headlamps

Zoidberg rides into the sunset on a bouncing blue... thing

Leela's martial arts skills help her to kick ass

Hey, make sure you don't let him get up - blast the mutant into smithereens!



Leela's poor ability to perceive depths may end up costing her very dearly

Slurm replenishes Fry. Just don't ask how it's made

computer and video games VERDICT

It's pretty basic stuff in terms of gameplay but the strong Futurama licence gives this a definite lift and the new footage will act as a magnet to any fan of the show. **Paul A**

- (+) Play as different characters
- (+) Loads of new Futurama footage
- (+) Great sense of the cartoon's humour
- (−) Over simple gameplay
- (−) Undemanding levels
- (−) Not enough to occupy you

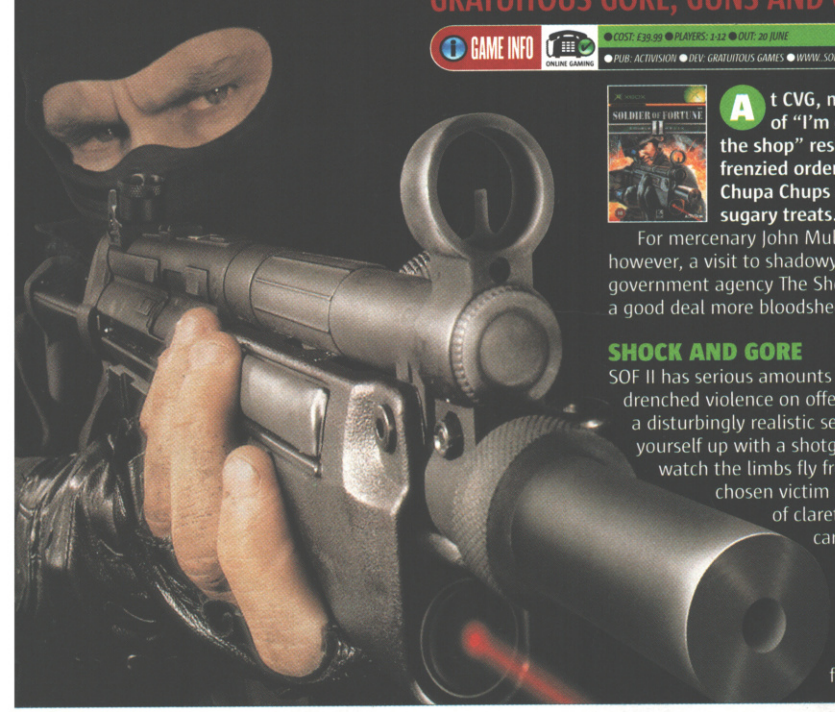
7 OUT OF TEN

IF YOU LIKE THIS TRY THESE... ■ Futurama the cartoon

SOLDIER OF FORTUNE® II DOUBLE HELIX™

GRATUITOUS GORE, GUNS AND GRENADES. GREAT!

GAME INFO | ONLINE GAMING
● COST: £39.99 ● PLAYERS: 1-12 ● OUT: 20 JUNE
● PUB: ACTIVISION ● DEV: GRATUITOUS GAMES ● WWW.SOLDIER-OF-FORTUNE.COM/SOF2XBOX.PHP



Two-fisted blazing gun action ahoy

The sweet, sweet smell of burning terrorists

At CVG, mutterings of "I'm going to the shop" result in frenzied orders for Chupa Chups and other sugary treats.

For mercenary John Mullins, however, a visit to shadowy government agency The Shop involves a good deal more bloodshed.

SHOCK AND GORE

SOF II has serious amounts of blood-drenched violence on offer, all within a disturbingly realistic setting. Tool yourself up with a shotgun and watch the limbs fly from your chosen victim in a shower of claret and cartilage.

It's not all straight FPS; stealth is another feature. These levels provide a breather from all the gunslinging as you creep around slicing people up with a nice shiny combat knife. On the whole, though, the focus is firmly on carnage.

The main downside is an occasional lack of direction. Anyone familiar with the all-out assault of Halo or Medal Of Honour will find the aimless wandering frustrating. We like having an element of exploration but it takes away from the blasting. Overall, though, this is a solid addition to Xbox's canon of first-person shooters.

Games VERDICT

Not as many all-round brilliant features as Medal Of Honor, but SOF II still provides enough blood-soaked carnage and realism to win over a fair number of gamers' hearts. **Paul A**

- Loads of blood and excessive violence
- Great range of weapons
- Great online feature

- Stealth sections a little suspect
- Occasional bouts of aimless wandering
- Not always enough to shoot at

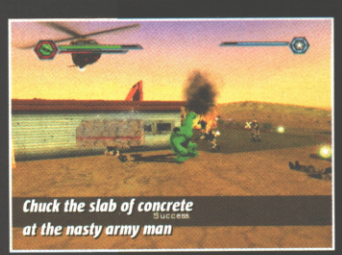
8 OUT OF TEN

IF YOU LIKE THIS TRY THESE... ■ Medal Of Honor (PC), Halo (Xbox)

HULK

HE'S MEAN, GREEN AND ON YOUR NEXT-GEN MACHINES

GAME INFO | ONLINE GAMING
● COST: £39.99 ● PLAYERS: 1 ● OUT: 13 JUNE
● PUB: VIVENDI UNIVERSAL ● DEV: RADICAL ENTERTAINMENT ● WWW.HULKGAMES.COM
PS2 | PC | XBOX | GAMECUBE



Chuck the slab of concrete at the nasty army man

Hurling soldiers over the top of high rise buildings is just sooo much fun

A console game is as much a partner for a summer blockbusting movie as a large Coke and bucket of popcorn these days.

With Enter The Matrix and X-Men: Wolverine's Revenge already blazing a trail, it's time for the big green wrecking machine to make his mark.

A MAN OF TWO HALVES

The idea of splitting the game into two sections seems like a good one at first. The problem is that the Bruce Banner sections of the game are painfully dull, consisting of little more than hiding from soldiers, creeping around corridors and solving laughably simple puzzles.

The Hulk sections, however, are far more fun. There are tons of ways to dispatch your enemies with more becoming available as you progress through the game. To help you in this task, almost all the scenery can be ripped up and used against your aggressors. Watch the military men weep as you hurl a burning car in their direction or swipe them in the face with a fallen slab of concrete. Picking them them up and hurling them off buildings is particularly satisfying.

In the end, though, there simply isn't enough depth or variety to make this a very worthwhile purchase.

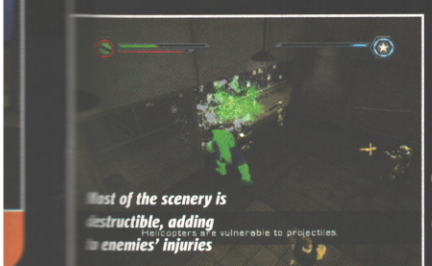
In Bruce Banner mode, stealth is your greatest weapon

Hulk wades into the fray, his glowing fist of justice ever at the ready

They must be cold without their coats - just put them out of their misery

There's another perfectly good door ruined beyond repair

There are several different rage moves included in the game for you to master



Most of the scenery is destructible, adding to enemies' injuries

Helicopters are vulnerable to projectiles

GAMES VERDICT

Transposing the big green guy from silver screen to PS2 sounds like it has potential. However, simple, repetitive and undemanding gameplay make this an ultimately disappointing title. **Paul A**

- Great range of ways to trash enemies
- Play as Bruce Banner and the Hulk

- Very basic gameplay
- The stages become very repetitive
- Bruce Banner sections are very simplistic

6 OUT OF TEN

IF YOU LIKE THIS TRY THESE... ■ Enter The Matrix, ■ X-Men: Wolverine's Revenge

The World Championship mode where you represent your country is similar to the Davis Cup

GAME INFO ONLINE GAMING ● COST: £29.99 ● PLAYERS: 1-4 ● OUT: NOW ● PUB: OXYGEN ● DEV: AQUA PACIFIC ● WWW.OXYGENINT.COM

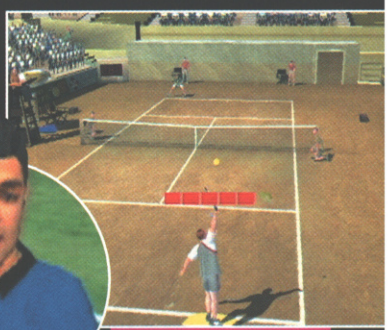
PERFECT ACE PRO TOURNAMENT TENNIS

THE STRAWBERRIES AND CREAM ARE GOING SOGGY AS THIS TENNIS SIM MISSES THE LINE

It's summertime and so it's no surprise that this year's tennis games are coming out to play.

But translating the thrills of on-court action to the small screen generally requires instinctive controls, some star names and something a little bit different to grab the attention.

The Digi-masked faces are almost as creepy as killer clowns



Stupidly, your opponents never seem to serve faults

NEW BALLS PLEASE

Perfect Ace scores reasonably well in the control department. Once you've figured out the timing you will be passing the average opponent with ease. Occasionally you'll come up against a tricky customer who serves fast and wide or who likes to dominate the net with serve and volley tactics.

You'll enjoy the tussle for a short time, but eventually the attention wanders. The 16 different stadiums look unremarkable on the PS2 and there's little in the way of extras to unlock, making this very much the wild card entry of the summer 2003 tennis crop. CVG

Smashing a sweet one down the line can be incredibly satisfying

There are no girls, so you'll just have to pretend this is Anna Kournikova

GAMES VERDICT

Tennis games are always hard to get right. Perfect Ace is easy enough to play, but suffers from drab presentation. If you're really seized by tennis fever, there are better sims out there. **Maura**

- Easy to master
- Authentic-looking surfaces
- Features different playing styles

- No official licences
- No women players
- Crazy American commentator

5 OUT OF TEN

IF YOU LIKE THIS TRY THESE... ■ Next Gen Tennis 2003 (PS2), Virtua Tennis 2 (PS2)

EA SPORTS F1 CAREER CHALLENGE

Turn on the realistic damage for some amazing collisions as you burn around the tracks

F1 Career Challenge is the best Formula One game around but if you own F1 2002, don't expect it to blow your socks off

You can take the quick race option to jump straight into the action if you prefer

The two-player split-screen mode provides some fast and furious racing

IT'S F1 BUSINESS AS USUAL, ONLY NOW WITH ADDED CAREER MODE

GAME INFO ONLINE GAMING
COST: £39.99 ● PLAYERS: 1-2 ● OUT: JUNE 27
PUB: ELECTRONIC ARTS ● DEV: ELECTRONIC ARTS ● WWW.UK.EA.COM

Judging by its output in recent years, there must be an enormous sausage machine deep inside EA's HQ that automatically churns out annual updates of its most successful titles.

But what's this? Rather than jumping predictably from F1 2002 to, erm, F1 2003, EA has decided to inject a little variety into its speedy sequel by adding a career mode.

But is it enough to make F1 Career Challenge an essential purchase, even if you own EA's previous Formula One games?

The game is officially licensed by Formula One Administration Limited, so you'll see all the real drivers and tracks

THE SAME, BUT DIFFERENT

F1 Career Challenge allows players to don the helmet of a rookie driver and prove their worth by winning a super-licence, completing challenges and building their reputation over four successive seasons. The seasons are based on real events that occurred in the world of Formula One between 1999 and 2002, with all the drivers and tracks from this period.

It also includes specific details such as Mika Salo completing the 1999 season, taking over from Michael Schumacher following the British GP at Silverstone.

The AI of the rival racers has also been tweaked to make them behave more like their real-life counterparts, and personalised feedback from your team boss and chief mechanic during races makes the action seem more authentic than ever before.

But while F1 Career Challenge keeps EA in pole position with the most authentic Formula One game around, the career mode and gameplay tweaks aren't quite enough to make it worth buying if you own any of the previous editions.

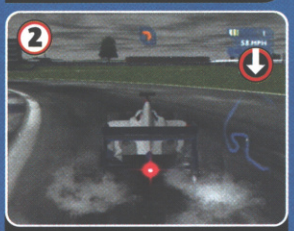
Before you compete in real races you'll have to win a super-licence and prove you're up to the challenges ahead

GET A JOB

The career mode is the most important aspect of EA's latest F1 update.

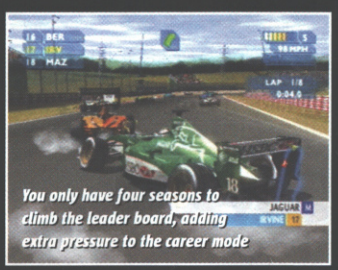
Rather than playing as an existing F1 star, players can enter as themselves and complete challenges on their way to the top of the leader board.

As you can race as yourself in career mode, you get the opportunity to choose your own helmet design



You'll be tested on all aspects of driving and you'll even be scrutinised in adverse weather conditions

You're even tested in the pits where button presses determine how quickly your crew gets you back on track



You only have four seasons to climb the leader board, adding extra pressure to the career mode

GAMES VERDICT

It's definitely the best F1 game out there, but the career mode isn't enough to warrant a purchase if you already own F1 2002 – unless you're a total die-hard fan. **Dave**

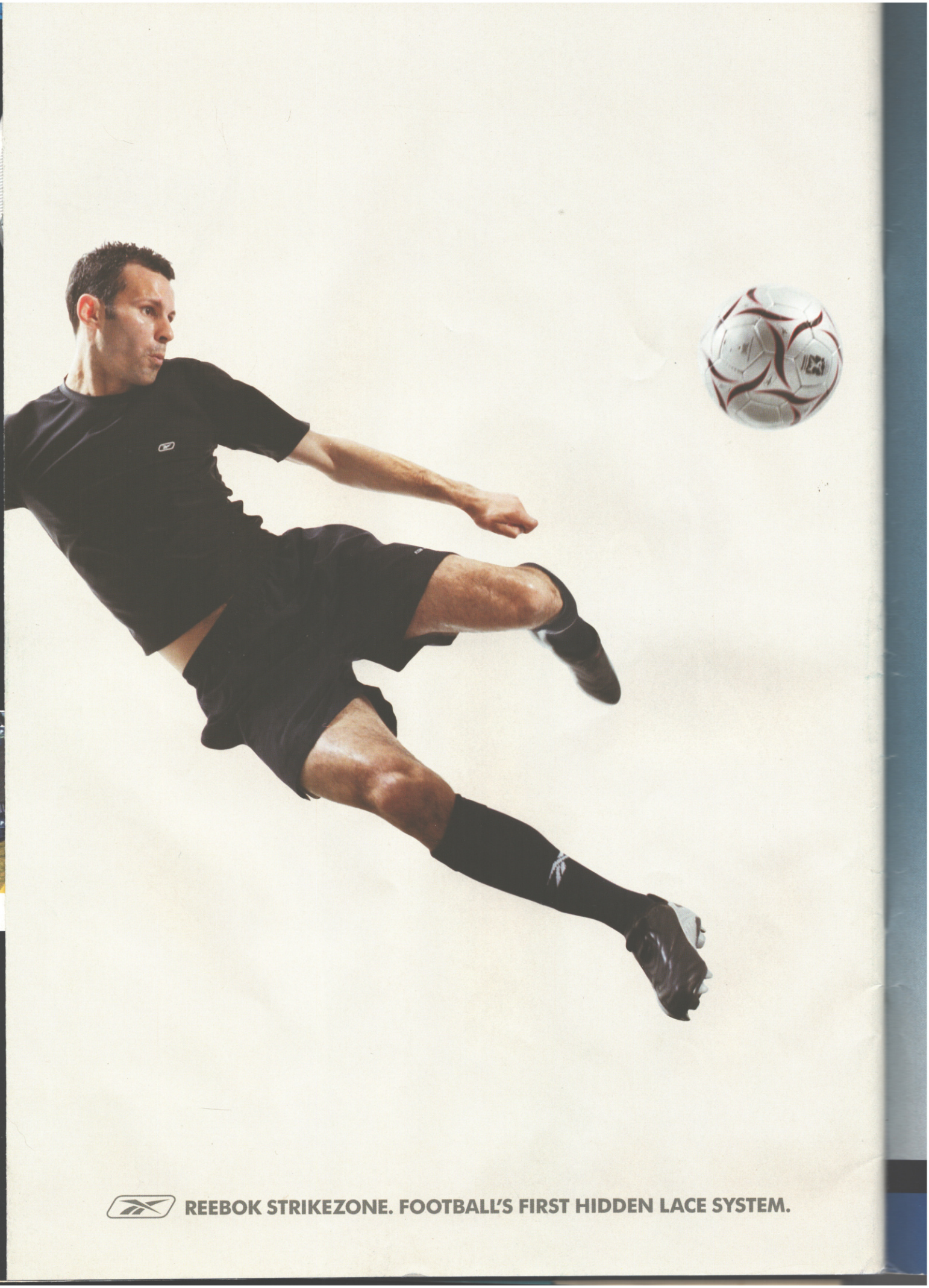
- The new addition of the career mode
- Improved vehicle AI
- Feedback during races from your boss
- Too similar to F1 2002
- Graphics are virtually identical to its predecessor's

8 OUT OF TEN

IF YOU LIKE THIS TRY THESE... F1 2002 (PS2) ■ TOCA Race Driver (PS2, Xbox)

HIDDEN

REEBOK STRIKEZONE. FOOTBALL'S FIRST HIDDEN LACE SYSTEM.


REEBOK STRIKEZONE. FOOTBALL'S FIRST HIDDEN LACE SYSTEM.

The highly professional, instantly programmable, unbelievably portable, surprisingly affordable complete Home Studio System...

MUSIC3000

WITH V2M™ TECHNOLOGY

Using the revolutionary V2M™ (Voice To Music) technology you can simply create your own riff in an instant. Just sing your own tunes into the PS2 and let the software do the rest.

Song writing has never been so quick and easy, that's thanks to V2M™ technology.

STUDIO
64 music channels so you can play 64 sounds at any one time.

MEMORY
20 megabytes of memory for sounds (10 times more than MUSIC Generator 2!).

SOUND FILES
Pre-made tunes and riffs in endless supply including 6 main genres; Pop, Trance, Garage, Rap, Indie and New Metal.

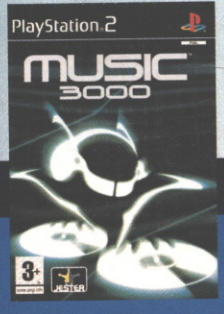
SAMPLES
Professional quality samples (48kHz gives a brighter crisper studio quality sound – previous music titles operate at 44.1kHz).

USB SAMPLER
Record sounds from any source via Microphone, CD, Tape and even Vinyl!

VIDEO
Create stylish music videos with access to over 1300 DVD quality movies and stills to fit your track.

DJ SUPERMIXER
Six independent decks featuring 16 changeable tracks per deck for you to mix your own set.

JESTER



Music 3000 – The Future Shape Of Sound

music3000.co.uk
uk.playstation.com

PlayStation 2
THE CREATION PLACE THE RECORDING PLACE THE THIRD PLACE

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The collisions are spectacular, especially in Pro mode

You can win bonuses in the game's Collector's Album to create your own teams, redesign car liveries and so on

In the training mode you're given advice from IndyCar Series and Indy 500 winner Eddie Cheever, Jr

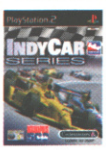
INDYCAR SERIES

IT'S REALISTIC. IT'S AUTHENTIC. IT'S DULLER THAN A STING ALBUM

GAME INFO ONLINE GAMING

COST: £39.99 ● PLAYERS: 1-2 ● OUT: JUNE 20

PUB: CODEMASTERS ● DEV: BRAIN IN A JAR ● WWW.CODEMASTERS.COM/INDYCARSERIES



No, dumbass. IndyCar Series isn't another Mario Kart clone starring characters from Raiders Of The Lost Ark. That's just silly...

Codemasters' latest sim, the official game of the IndyCar US open-wheel championship, sees players zipping around oval tracks at blistering speeds, doing their best to stick to the racing line while avoiding collisions with other drivers. And if you think that sounds boring when compared to the high-octane thrills of Burnout or the realistic challenges of Gran Turismo, you'd be right.

REALLY REAL

Fans of IndyCar racing who want a realistic simulation won't go far wrong with Codemasters' new release.

As well as delivering a full season, the game features 27 official cars and 14 real tracks, along with all the teams and drivers that aficionados would expect, making this the most authentic IndyCar simulation on the market.

The intelligence of the rival racers is also excellent, and with up to 33 cars on the track at any one time it really feels as if you've got a battle on your hands to defend your position as computer-controlled drivers try to sneak past at insane speeds.

But while you can applaud the game's authenticity and realism, it doesn't make for an exciting experience. The oval tracks quickly become tedious, offering players few opportunities to improve their performance or evolve their racing skills, and it's unlikely that you'll fall in love with any of the motors as they're all pretty similar. Yawn... Zzzz.

The game includes the Indianapolis 500, so fans can try their hand at international stardom

Cars can do over 200mph and the game really manages to capture a dramatic sense of speed

The action's tense as you try to squeeze past rivals, and it demands massive concentration

The game is presented in a slick televisual style that will appeal to fans of the real sport

It's pretty difficult to find fault with the game's visuals, even if the tracks are dull

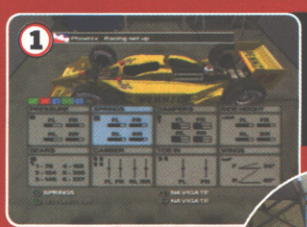
They're painted in pretty colours - it's just a shame the motors are all so similar

As your draft meter starts to fill, you can use slipstreams to steam past your rivals

A REAL PRO

IndyCar fans can get the most realistic experience by jumping straight to the game's pro mode.

Here players can tinker with their car's settings in the garage and determine how much fuel their machine carries during a race. The in-race damage is also more realistic, meaning you really have to keep your distance from rival racers on the track.



The garage is a great place to get to know your car and fiddle with its settings to suit your racing style

Unlike on the 'easy' setting, even small scrapes can mean disaster at pro level

You can play tactically and choose to take less fuel on board for a faster performance

games VERDICT

Fans of the sport will doubtless love the game's insane speeds and authentic presentation, but the IndyCar Series is just too damned dull for most racing fans. **Dave**

- Inclusion of authentic IndyCar season
- Rivals provide sufficient challenge
- Almost faultless presentation

- Tracks are dull to race too...
- ...And the cars are boring to
- For fans of IndyCar racing only

6 OUT OF TEN

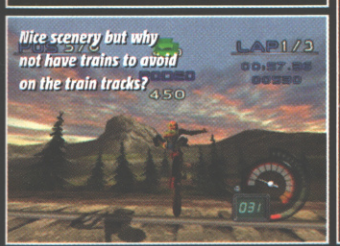
IF YOU LIKE THIS TRY THESE... ■ F1 Career Challenge (PS2, Xbox)

SX SUPERSTAR

Be the trickiest rider in the many and varied stunt courses

Be sure to complete your trick combo before you land or you'll hurt

This is your starting flat and girlfriend, both of which are minging



Nice scenery but why not have trains to avoid on the train tracks?

Sun flare looks nice but has no bearing on the actual racing action

GAME INFO | ONLINE GAMING | COST: £39.99 | PLAYERS: 1-2 | OUT: NOW | PUB: AKA ACCLAIM | DEV: CLIMAX | WWW.AKAACCLAIM.COM/SXSUPERSTAR

GEARS, GRAVEL AND GIRLFRIENDS

Engaging granddad mode: there was a time when we kagool-sporting, acne-ridden oiks played games for the pleasure of playing. High scores and congratulations screens were reward enough for dazzling the world with our gaming skillz.

Nowadays, it's all materialism and winning races to buy penthouses and upgrading your in-game girlfriends from minging bint to page 3 stunna. Kids today...

DECREPIT DUDES

Okay, so we've revealed our age, but this property-buying, lady-lovin' career mode is by far the best thing in an otherwise pretty average supercross game. The idea is that you pull amazing tricks to give you a speed boost to help you win races and in turn you can progress up the SX ranks from scally to superstar.

It's a cool feature, and coupled with the standard arcade and multiplayer modes should have added a lot to the game. Unfortunately, the racing action itself is less than impressive as the control set-up makes preloading jumps and then performing the tricks a little too fiddly. Graphics are a bit bland too.

Unless you really like supercross, or can't get a girl in real life, there's not a huge amount of fun here. CVG

CVG VERDICT

The game's admittedly cool career mode is sadly overshadowed by average gameplay and stink-o visuals. Less of a superstar, more of an understudy. **Lee**

- Cool new way to present championship mode
- Stunt tracks are great fun to tear about on
- It's all suitably 'sick' and grungy

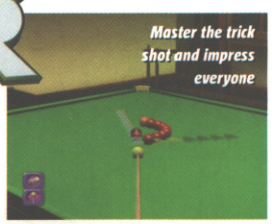
- Trick controls aren't intuitive enough
- Correct routes aren't clear enough
- Offensive to ugly girlfriends

5 OUT OF TEN

IF YOU LIKE THIS TRY THESE... MX Superfly (Xbox, PS2), MotoGP 2 (Xbox)

WORLD CHAMPIONSHIP SNOOKER 2003

Use the arrows to aim and hopefully clout the ball straight into the waiting pocket


Master the trick shot and impress everyone

SNOOKER WITHOUT THE DARK, SMOKY AMBIENCE OF THE LOCAL POOL HALL

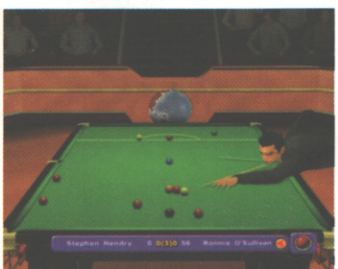
GAME INFO | ONLINE GAMING | COST: £39.99 | PLAYERS: 1-2 | OUT: JUNE 2003 | PUB: CODEMASTERS | DEV: CODEMASTERS | WWW.CODEMASTERS.COM/SNOOKER2003

It should come as no surprise to learn that World Class Snooker Championship will mainly appeal to snooker fans. That said, the uninitiated could enjoy the simpler aspect of the Pool option and the fun of the trick shot mode.

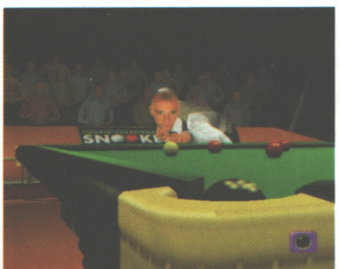
The controls are very easy to get used to and with the settings on easy you'll find yourself racking up huge breaks with hardly any effort. So use the simpler settings to get the hang of things – you'll find yourself progressing to the more challenging settings pretty quickly.

Here you will be rewarded with a realistic game of snooker with lots of different modes to keep you playing for several months.

This is a very good simulation of the sport with enough options to pull in the sceptics. But it's best played with your boring specs on. CVG


It needs a bit of practice as only the best players can make it all the way to the Crucible

Here Ebdon, playing Doherty, is going for the long pot. Makes it look easy


Check out the intense look of concentration on Ebdon's face. Surely he can't miss that!

CVG VERDICT

If snooker's your thing (and it takes all sorts) you should be delighted with the realism and depth of play available in World Championship Snooker 2003. **Paul A**

- Extremely realistic inertia
- Features a good range of games
- Several different locations included

- One-player games can be dull
- Limited interest to hardcore snooker fans
- Dodgy player likenesses

8 OUT OF TEN

IF YOU LIKE THIS TRY THESE... Super Monkey Ball 2 (GC)

Stomp down heavily on his head to help him into the next life!

GAME INFO | ONLINE GAMING | COST: £29.99 | PLAYERS: 1 | OUT: JULY 4 | PUB: THQ | DEV: NATSUME | WWW.THQ.COM

BUFFY THE VAMPIRE SLAYER: RETURN OF THE DARKHUL KING

FANCY! A WHOLE HELLMOUTH IN YOUR POCKET

She may have been shrunken down to pocket size but Sunnydale's favourite demon-slaying chiquita still manages to kick ass with the best of them in this side-scrolling smack 'em up. Bless 'er.

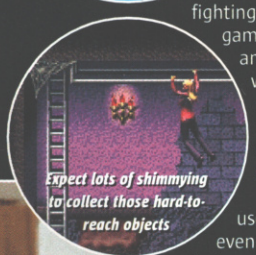
Clean the streets of vampires and worse using your fists, trusty stake and much more besides.

With her Slayer strength, walls crumble beneath her stilettos

No stranger to hellish maws, Buffy jumps into the thick of the action

GIVE YOURSELF A HAPPY

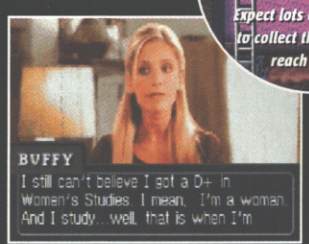
The combat is what helps make the show so cool and thankfully it's the fighting that's the best bit of the game. Knock a demon over and you can stake him when he's down, or use ranged weapons like the crossbow or laser rifle to stun your foe before delivering the fatal blow.



Expect lots of shimmying to collect those hard-to-reach objects

Weapons have limited uses, however, and there's even a teeny bit of GBA-sized strategy to using different weapons at different times.

With such cool scrapping, then, it's a shame the game is let down by the side-scrolling action levels and the sort of puzzles you've been solving all your games-playing life. "Oh look, there's a locked door, and a sequence of numbered switches to activate before it will open." Bored now!



Marvel as the digitised Sarah Michelle Gellar scowls at you out of the GBA screen

It's not all killing and violence - there is some Good Samaritan stuff in there too

Games VERDICT

It's better than the legendarily awful Game Boy Color version, and the fighting is pretty good fun, but it's still fairly bog-standard stuff – Buffy licence or no Buffy licence. **Lee**

- Fighting action that does the show proud
- Stills from the show and sparky dialogue
- Packs a hefty challenge on Normal setting
- Platform elements are older than the Sunnydale hills
- Jump command awkward on the right trigger

6 OUT OF TEN

IF YOU LIKE THIS TRY THESE... Spider-Man (GBA) | Tomb Raider: The Prophecy (GBA)

Dead to Rig

GAME INFO | ONLINE GAMING | COST: £39.99 | PLAYERS: 1 | OUT: JULY 16 | PUB: EA | DEV: NAMCO | WWW.DEADTORIGHTS.COM

TO THE MAX, WITHOUT THE PAYNE

Multiple enemies are no problem with either guns or fists

We know what you're thinking – it sounds pretty corny. Cop Jack Slade races around the city with a fistful of semi-automatics and a selection of glib one-liners, occasionally lapsing into Bullet Time when the going gets tough...

It does seem as if Dead To Rights wants to be Max Payne *a lot*. Yet in some respects, DTR's a better game, crackling with variety, always something to be doing. If it's not picking locks, hot-wiring trucks or disarming bombs it's fist-fighting your way to a better weapon.

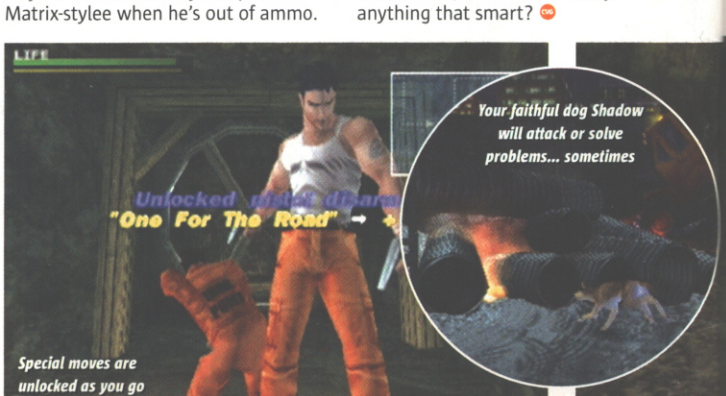
Okay, so the kung fu isn't enough to give Virtua Fighter 4 any sleepless nights, but seamlessly disarming your enemy while elbowing him in the face should keep undemanding mates impressed for days. And there are plenty of other nice touches, like the way Slade throws away weapons Matrix-stylee when he's out of ammo.

BANGED TO RIGHTS

The main locations range from '80s-style discotheques to the State Pen, although there are bog-standard alleyways and corridors too. For those familiar with the Xbox version, this is just as playable but with a kinder learning curve.

It's not all good news, though. The camera is too dumb to auto-pan and the manual lock-on function is next to useless. Certain other promising ideas have not been thought through – for instance, your dog, Shadow, is unrealistic and the ability to use a human shield rarely works when there are more than two enemies around.

That said, if you're tired of waiting for Max Payne 2, DTR will do for now. It has thrills, spills, kills and even flashes of great dialogue: "People aren't born here; they're forged out of broken bones and blood money." Be honest now, when did Max say anything that smart?

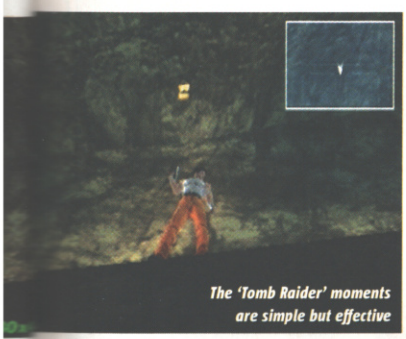


Your faithful dog Shadow will attack or solve problems... sometimes

Special moves are unlocked as you go

ghts

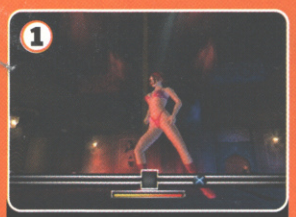
Jack Slade tries a spot of ballroom dancing, not easy when you're holding a large weapon



The 'Tomb Raider' moments are simple but effective

SPICE OF LIFE

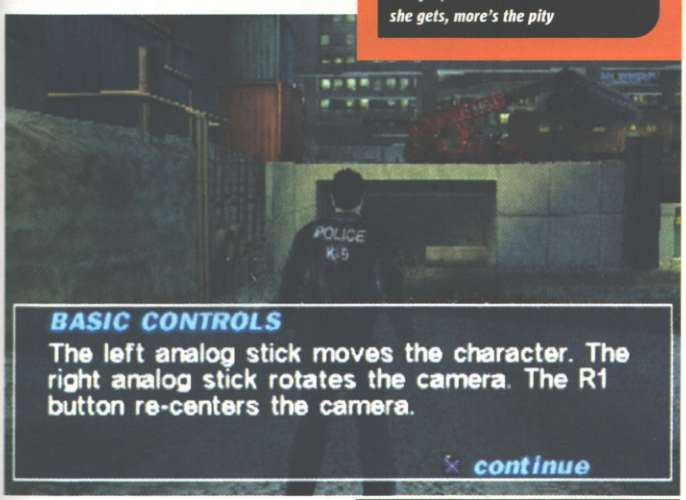
DTR delights in throwing mini-games at you, and what a varied bunch they are. This one has you controlling a stripper – so hide it from your gran.



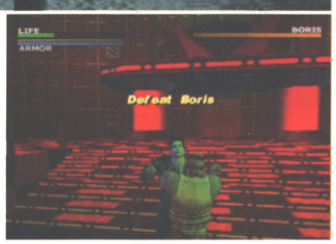
Do it right and she'll keep the guards occupied while Jack breaks in

The dance is totally scripted – you can't actually control the movements

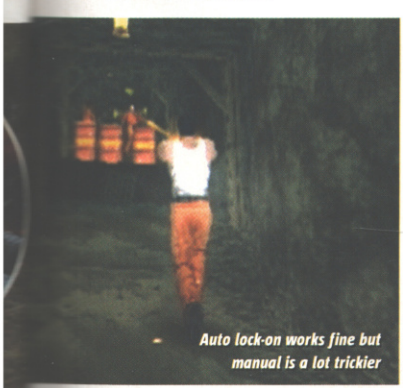
And yes, this is about as naked as she gets, more's the pity



There are dozens of moves so it's fortunate that the early levels explain them well enough



It obviously takes a lot more of everything to bring down the DTR bosses



Auto lock-on works fine but manual is a lot trickier

computer and video games VERDICT

Fast and furious, Dead To Rights is positively brimming over with good ideas and, for the most part manages to pull them off – even if it is a bit derivative. **Mike A**

- Plenty of variety
- Meaty dialogue
- Huge brawls with multiple enemies
- Over-ambitious
- Largely on-rails
- Shadow should be put down

7 OUT OF TEN

IF YOU LIKE THIS TRY THESE... Max Payne (PS2) ■ Enter the Matrix (PS2)

Unlike many RPGs, PlanetSide lets you undo stoopid character choices – over a period of time

GAME INFO ONLINE GAMING ● COST: £40 ● PLAYERS: MMO FPS ● OUT: NOW ● PUB: UBI SOFT ● DEV: SONY ONLINE ENTERTAINMENT ● HTTP://PLANETSIDE.STATION.SONY.COM

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However, you'll have to be a team player if you're going to get much out of PlanetSide in the longer term. Not only does the three-sided factional struggle in the persistent worlds demand it, but PlanetSide is also part role-player, so you'll only get decent experience to gain loads of levels and access the best enhancements and command abilities if you're in a squad.

Sure we have a few beefs: bugs and lag issues still being ironed out and players swarming base battles to blag most experience rather than behaving strategically.

We could go on, but that's not really the point.

PlanetSide is an ambitious, ongoing project and certainly the ultimate teamplay shooter. If that's your main focus, it will be worth the monthly subscription fee to see how it shapes up. CVG

REVIEWER PETE WALKER

Morphing 'eck: character and vehicle models are a bit Transformers-meets-Power Rangers

Factions' weapons and vehicles have varying accuracy and rates of fire, but often feel a bit wimpy

computer and video games VERDICT

Intergalactic, planetary, PlanetSide is gonna dice you up fine and stir fry you in its wok – but expect success only if you are prepared to be a dedicated team player. **Pete**

- First real MMO FPS!
- Rewarding teamplay over time
- New content incoming
- Less fun for lower levels and lone wolfs
- Base swarming not battling

8 OUT OF TEN

IF YOU LIKE THIS TRY THESE... Tribes (PC, PS2) ■ Neocron (PC)

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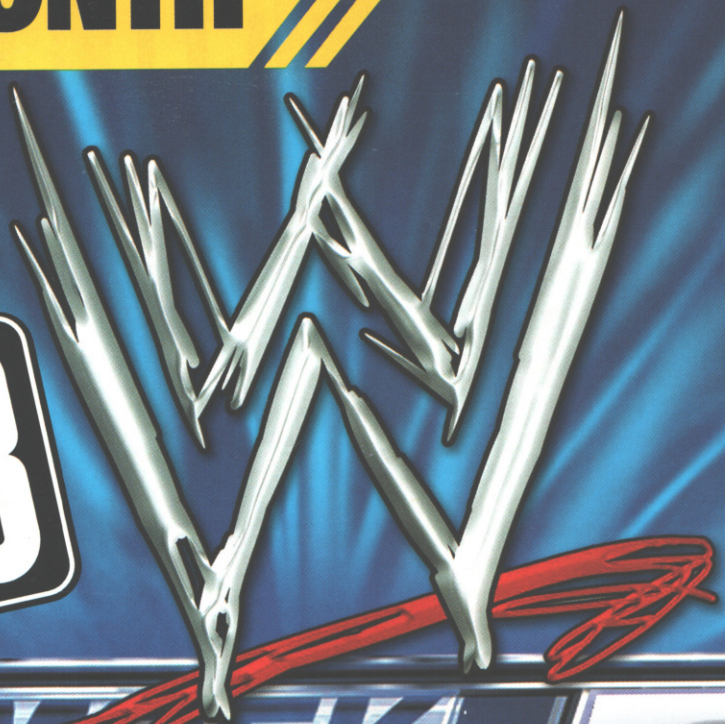

SMACKDOWN! 5

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Either someone's carelessly driven a large truck over our heads, or we've gone nuts this month. Why else would we be giving away £2500 of gaming goodness? The truth is, utter Madness has gripped CVG's offices – Madness of the Midtown persuasion!

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- C: Washington DC and Paris

"Take the shortest cut to the baguette shop"

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- C: Strangely animated potato

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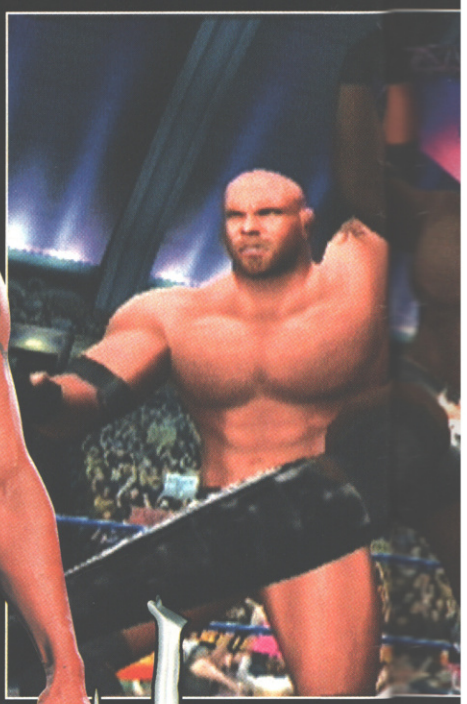
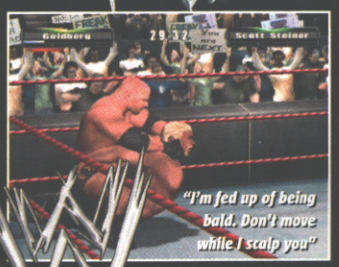
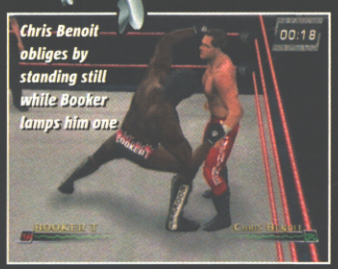


Booker T and Goldberg enjoy a slow dance. Looks like they could use a little after-hours practice sessions together, though





The body-slamming, bone-crunching action of the WWE returns to a console near you this autumn as THQ brings three new titles to the ring. We'll have the full lowdown on SmackDown 5 for PS2 next issue. In the meantime feast your eyes on WrestleMania XIX and Raw 2: Ruthless Aggression for Cube and Xbox

WRESTLEMANIA XIX

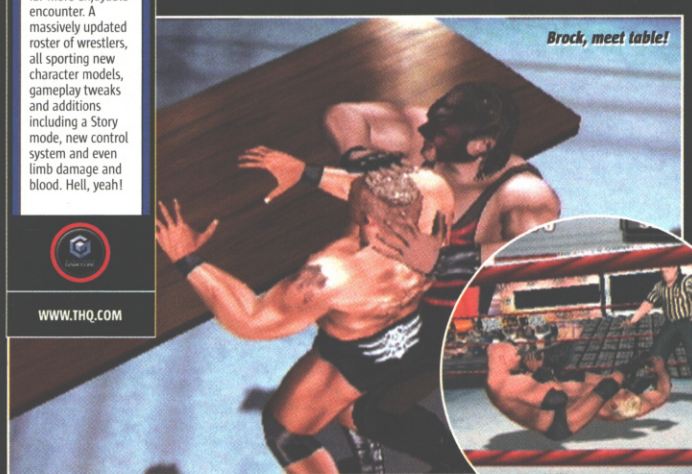
PUBLISHER
THQ
DEVELOPER
YUKES
OUT
OCTOBER

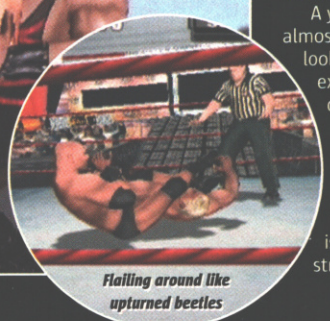
x4

IN A NUTSHELL

Sequel to the decent but unspectacular WrestleMania X8, XIX is set to be a far more enjoyable encounter. A massively updated roster of wrestlers, all sporting new character models, gameplay tweaks and additions including a Story mode, new control system and even limb damage and blood. Hell, yeah!

WWW.THQ.COM




Flailing around like upturned beetles

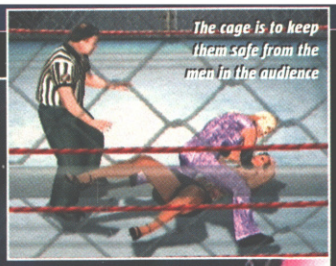
The WWE debuted on the GameCube with last year's WrestleMania X8. It was a decent first effort but lacked the depth and polish of the PS2's SmackDown! series. In other words, must try harder.

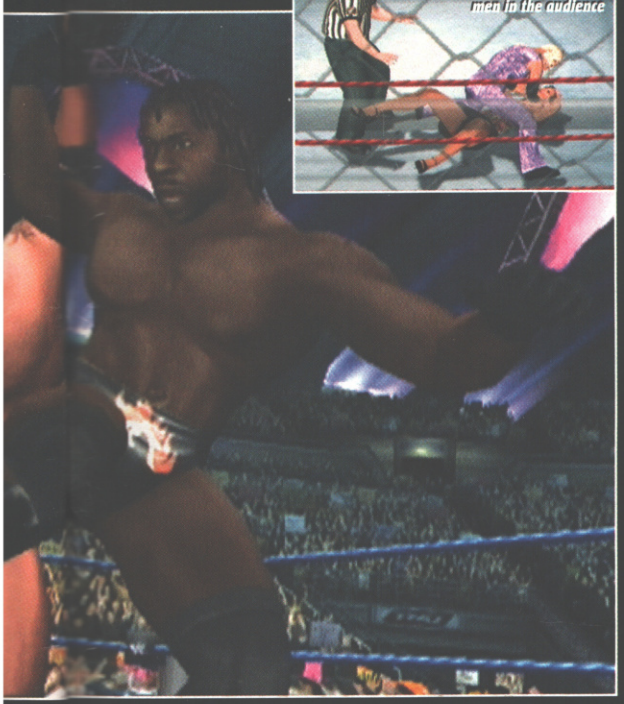
A year later and the sequel is almost upon us. WrestleMania XIX looks set to be a far more rewarding experience, THQ having noted the criticism levelled at the original and countered with a stronger-looking successor.

STORY TIME

The major addition to the game is a Story mode that was strangely absent last time out. But this isn't any old Story mode. It's far more imaginative and entertaining than picking a character and going after the heavyweight belt. Your chosen character is now promptly fired from the WWE by owner Vince McMahon. What?

This unique mode is called Revenge and the goal is to regain your position with the WWE by exacting revenge on Vince and going after his commercial assets. Outside of the WWE you're reduced to wandering the streets but there's still action to be had, fighting in shopping malls, at the docks and

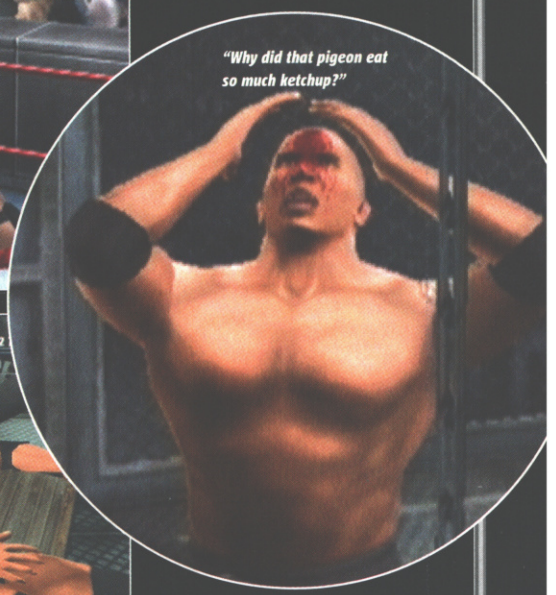

The cage is to keep them safe from the men in the audience



GLORIOUS BLOOD

If you watch the WWE television shows each week, sooner or later you're going to see a fight where a wrestler gets a severe beating and, as Jim Ross likes to say, they get "busted wide open". Being hit with a chair, ring bell or a championship belt hurts, as does having your face grazed against the steel walls of Hell in a Cell. The end result of all of these encounters is blood. It's been absent from wrestling games for a while, but in a nice irony, it makes its return in the WWE's GameCube outing. And you thought it was a kiddy console!

"Aaaaarrrrrggghhhhh!" Well, what more is there to be said in the circumstances?


"Why did that pigeon eat so much ketchup?"

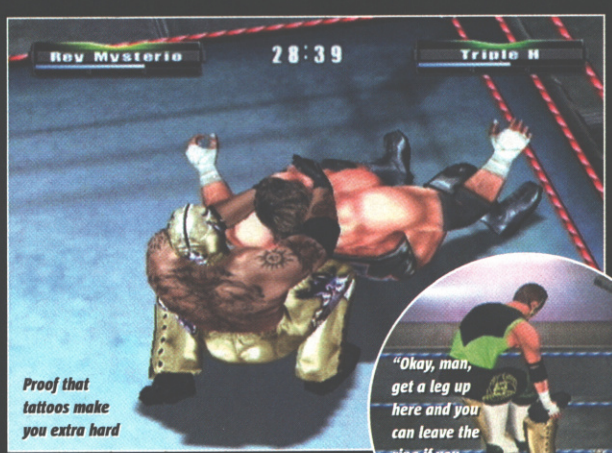
The Rock starts to cry for his mummy to come and rescue him. The poor wee mite

WHO'S IN?

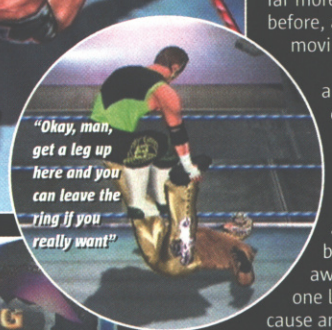
Want to know who's made the cut to be featured in WrestleMania XIX? Here's the confirmed list, including major new wrestlers like Rey Mysterio and Goldberg.

The Rock
Triple H
Hulk Hogan
Undertaker
Kurt Angle
Booker T
Rob Van Dam
Brock Lesnar
Test
Stacey Kleiber
Rey Mysterio
Chris Jericho
Chris Benoit
Trish Stratus
Kane
D-Von Dudley
Shawn Michaels
Eddie Guerrero
Big Show
Matt Hardy
Jeff Hardy
Lita
Ric Flair
Scott Steiner
Christian
Bubba Ray Dudley
Hurricane
Batista
John Cena
Torrie Wilson
Victoria
Goldust
Stone Cold Steve Austin
Vince McMahon
Stephanie McMahon
William Regal
Dawn Marie
Tajiri
Al Snow
Chavo Guerrero
Randy Orton
Chris Nowinski
Lance Storm
Rikishi
Goldberg

Here are the featured wrestlers - now mark them off like Bingo



Proof that tattoos make you extra hard

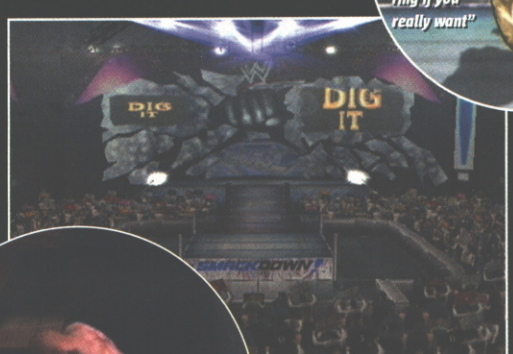

"Okay, man, get a leg up here and you can leave the ring if you really want"

facing new challenges to get to Vince.

PAIN GAME

Other revamps include an improved control system that now uses strong and weak grapples, all-new character models that look far more lifelike than before, and the action moving at a faster pace.

In the ring, there's a new strategy element, thanks to the addition of location-specific damage. This allows you to focus attacks on specific body parts. Pounding away continually on one leg, for example, can cause an opponent to physically limp or be unable to perform certain moves. Each limb has its own health bar, and once this reaches zero any further punishment exerted upon the limb will force a wrestler to tap out and submit. Wimp!



The anticipation in the crowd reaches boiling point as they wait for Booker T. Can you dig that?

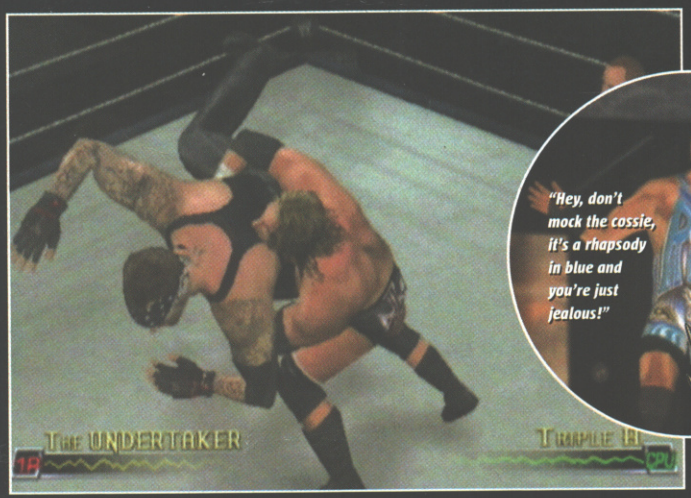
Some bad security guards hide Rock's clothes

The Rock goes out to hit the streets in the Revenge mode. Wouldn't want him round our way

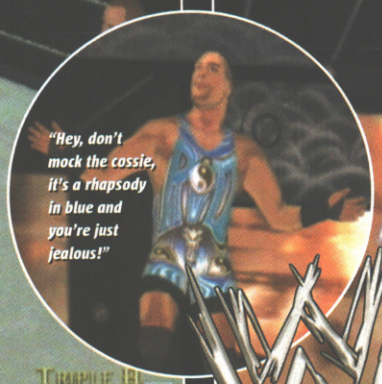
CVG OPINION
Already looking much better than X8, and with a host of worthwhile improvements it appears XIX will get GC wrestle fans in a headlock. **Alex H**

WE LOVE
- Blood and limb damage
- Crazy Story mode
- Tasty, tasty graphics

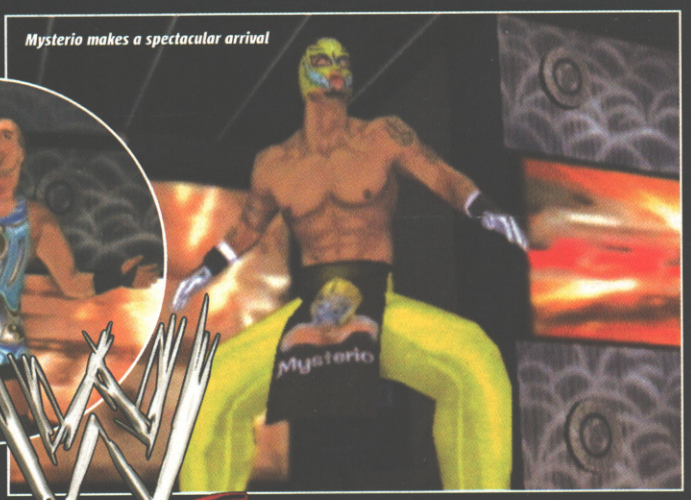
WE HATE
- Lack of commentary
- No crowd fights
- No SmackDown! Snowballs!



One Undertaker pancake with extra cherry sauce coming right up. Remember to spit out the lycra



"Hey, don't mock the cossie, it's a rhapsody in blue and you're just jealous!"



Mysterio makes a spectacular arrival

RAW 2

RUTHLESS AGGRESSION

- PUBLISHER: THQ
- DEVELOPER: ANCHOR
- OUT: SEPTEMBER
- x4

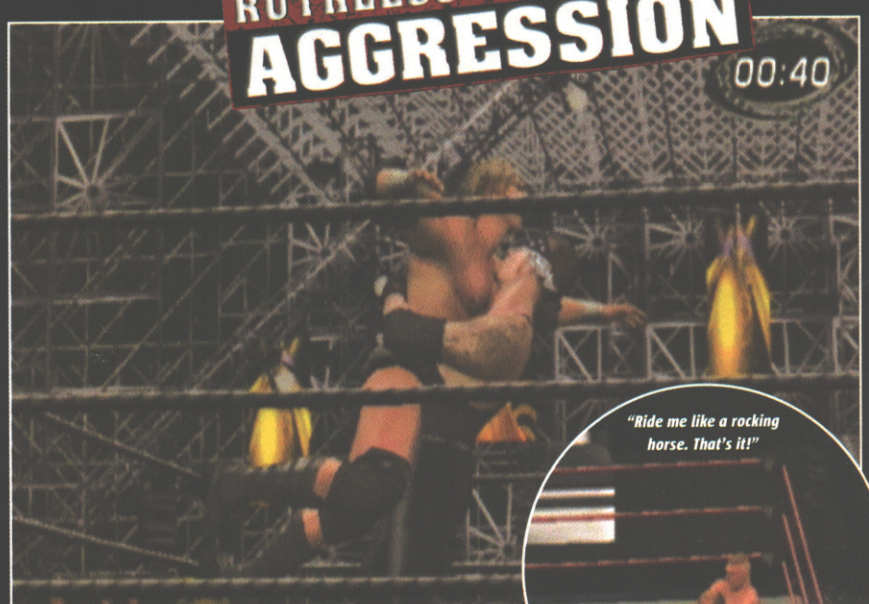
IN A NUTSHELL

Raw 2 aims to iron out the flaws of the original, with a number of major additions that have been demanded by Xbox owners. The sequel takes full advantage of the Xbox hard drive by offering a four-player Story mode and the ability to rip your favourite music tracks to create unique wrestler entrances.

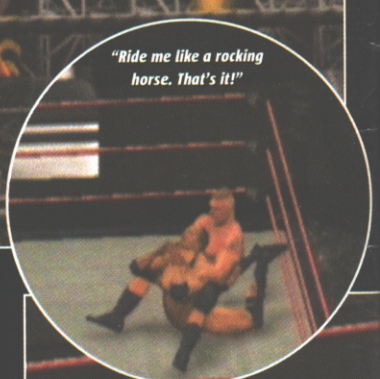
WWW.THQ.COM

The original Raw on Xbox was a bit of a flatliner – sluggish to play with laughable character animation and a major lack of options. But that was last year and Raw 2, while still a few months away from release, is already looking to be a major improvement.

Raw 2 bears almost no relation to the original. There are now more wrestlers than in SmackDown!, including new additions like Rey Mysterio and Goldberg. There's a host of new match types with the all-important Tables, Ladders and Chairs, and Hell in a Cell along with the thrills of the Royal Rumble.



The Undertaker shows his appreciation for Triple H. It's a moving thing when two wrestlers embrace one another with such vigour



"Ride me like a rocking horse. That's it!"

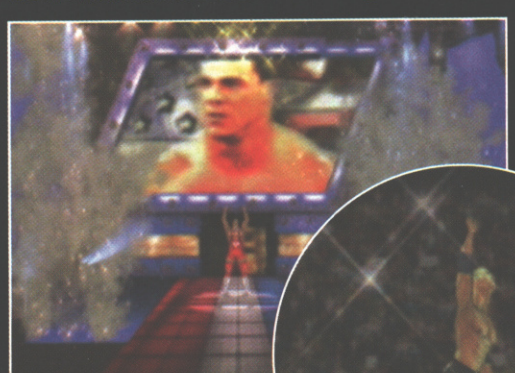
THE SHOW GOES ON AND ON

Raw 2 has the most revolutionary Season mode ever conceived. There are no pre-set storylines – you write them.

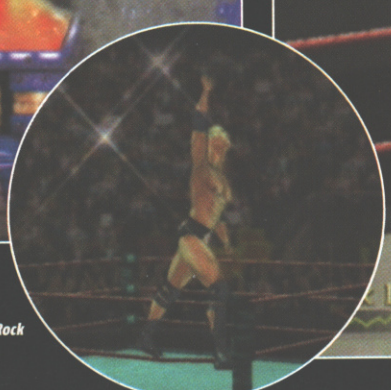
At each event you see the line-up of matches for that night's show. Now, you put your smart hat on and effectively book the stories of the show, not by selecting who fights whom, but who interferes in a match, who steals an item from another wrestler and so on. There are 15 different actions that can be performed in each match.

Your tinkering in each match causes rifts and allegiances to develop. Interacting in other matches creates endless branches of storylines to open up; in other words, you're dictating what happens and it has a major effect on the entire WWE roster.

By selecting interaction with each match, you automatically influence the storylines. It's a very cool feature



Wrestlers now walk to the ring far more naturally than before



As a thousand cameras flash, The Rock soaks up the pulsating atmosphere

NEXT MONTH

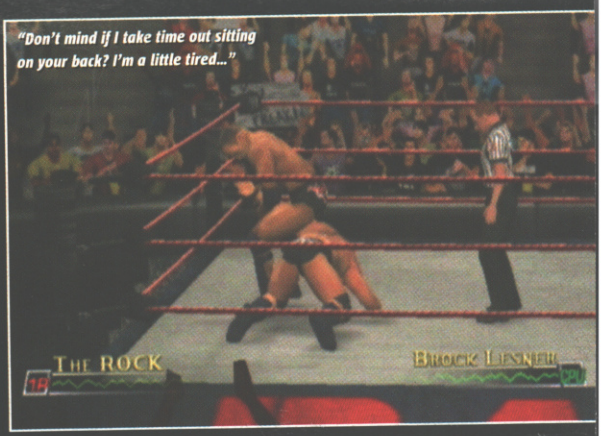
We can't give you the latest on the new WWE titles without mentioning the next instalment in the SmackDown! series now, can we? Well, THQ is officially announcing the title later this month, so until next issue, here's the latest from the rumour mill on what SmackDown! Here Comes The Pain will contain.

It looks as if the fifth entry in the SmackDown! series will boast a number of essential refinements that will make the gameplay better than ever before. We've heard talk of different weight classes, and each wrestler being assigned unique attributes relating to Strength, Submission, Technique, Speed and Stamina. Hopefully that means no more Spike Dudley being able to bodyslam Big Show.

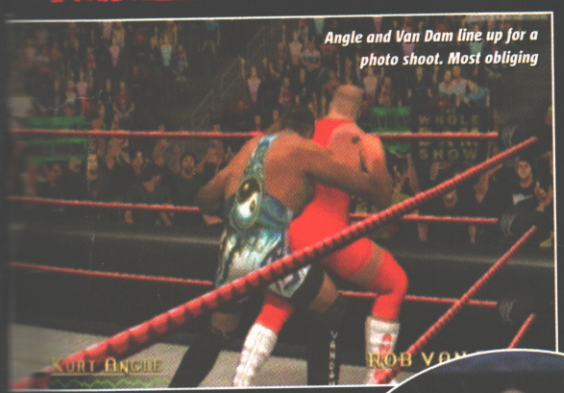
Submissions and counters are also being overhauled with far more variation than before, plus there's now the addition of blood, recorded dialogue from the WWE stars, bra and panties matches, the Elimination Chamber and of course much, much more.

We'll bring you the full lowdown next issue.

WWE SMACKDOWN! HERE COMES THE PAIN

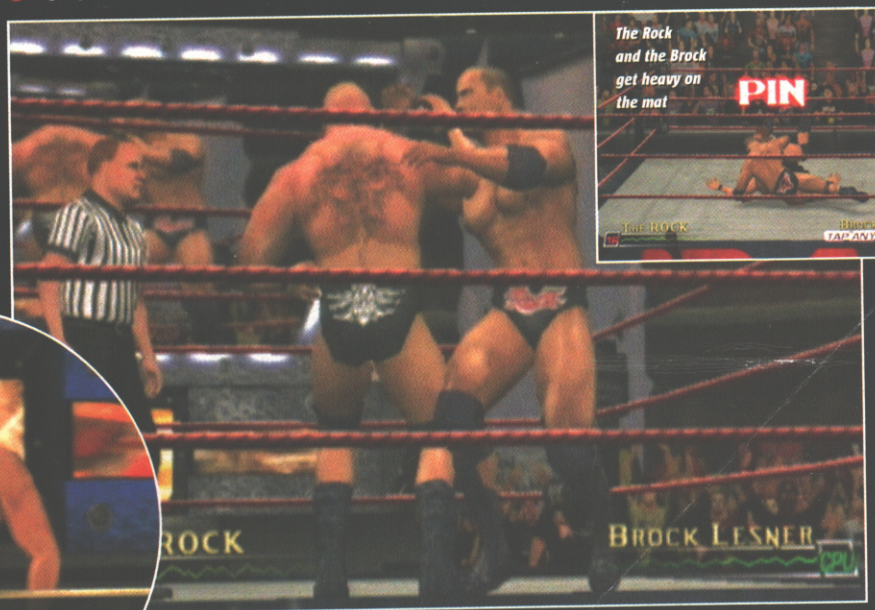


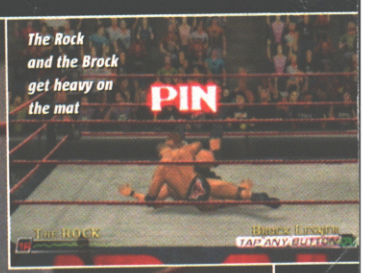
"Don't mind if I take time out sitting on your back? I'm a little tired..."



Angle and Van Dam line up for a photo shoot. Most obliging

Arguing over who has the tightest pants





The Rock and the Brock get heavy on the mat

WALK TALL

It's just before the ring where the best improvement has been made. You see, the original Raw sported some of the worst animation ever. Apart from Triple H's face, the wrestlers looked good and flexed their virtual muscles well, but as soon as they walked, it became laughable.

When a wrestler walks to the ring they're playing to the crowd, selling themselves as a hero or villain. It's an integral part of the showmanship. When a wrestler walked to the ring in the original Raw, it looked liked they'd pooped their pants. And as every wrestler shared the same walk animation, no matter which character you selected, you had lost all respect for them by the time they got into a grapple.

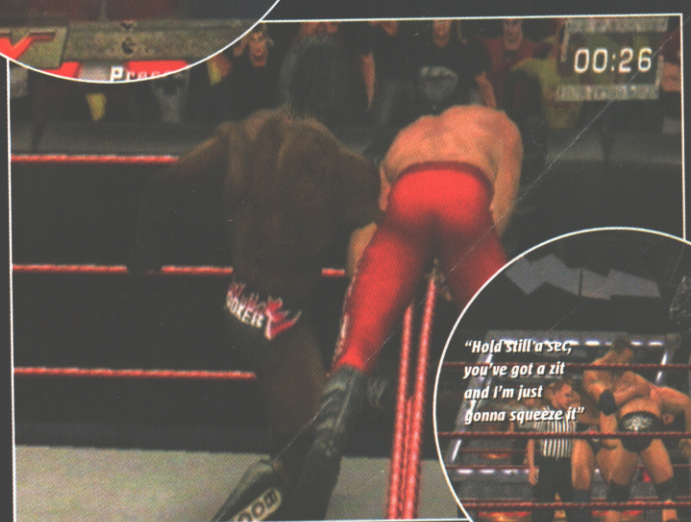
Walk animations are now spot on and are specifically tailored for individual wrestlers. So Brock Lesnar does his little skipping thing, Mysterio almost bounces along and The Rock makes his way to the ring with purposeful strides.

Winning medals is a serious business. Beside, smiling could well crack that moulded physique

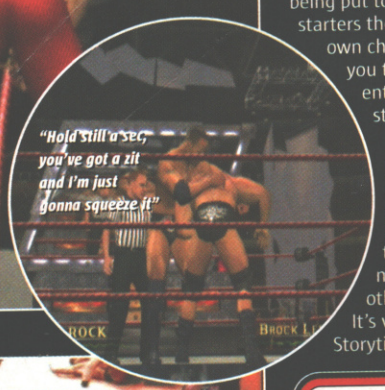
X-TRA X-TRA

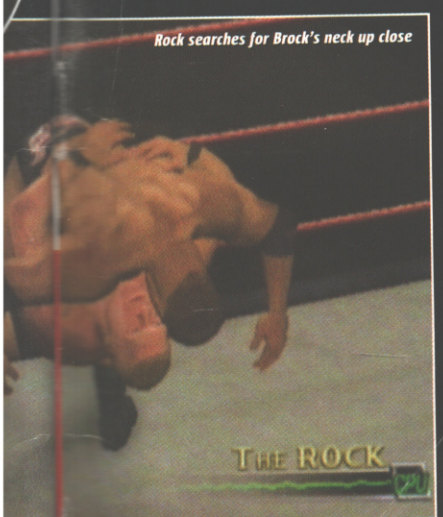
Raw 2 also boasts a number of new features that the SmackDown! series can only dream about, with all that save-space on the Xbox hard drive being put to intelligent use. For starters there's the ability to rip your own choice of music, allowing you to create unique wrestler entrances for established stars or your own creations.

The hard drive crunches numbers like never before: four human players are now able to play in the Season mode. Not only that, but this mode is far more advanced than in any other wrestling title to date. It's virtually infinite. See the Storytime box to see why.

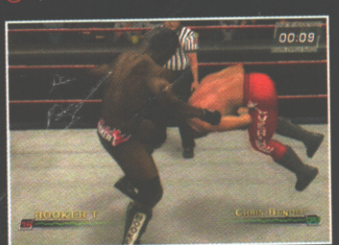


Er, that'll be the edge of the ring. Where's he off to?

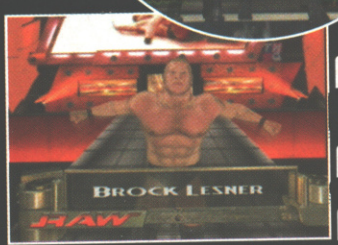

"Hold still a sec, you've got a zit and I'm just gonna squeeze it"



Rock searches for Brock's neck up close



Chris Benoit realises a little too late that it would have been wise to visit the Gents first



Light as a feather... stuck to the side of an African elephant, perhaps

CVG OPINION

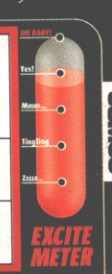
With a host of new features it plays far better than the original Raw and makes better use of the Xbox hardware. This looks like a worthy sequel. **Alex H**

WE LOVE

- Freeform Season mode
- Ripping music for entrances
- They can walk!

WE HATE

- Controls are a little iffy
- Triple H's likeness is still off
- Can't book Season matches



CACKMAN

THE INDEPENDENT VOICE OF THE FREE GAMING NATION

PS2 'HALO-BEATER'

THE UNBELIEVABLE TRUTH*

ANOTHER CACKMAN WORLD EXCLUSIVE!

If you have been anywhere near the Internet in recent weeks (i.e. in between frenzied Google searches for 'Mary-Kate and Ashley' + 'Farmyard Animals'), you may have heard of a top secret PS2 game called Killzone.

How Cackman did guffaw at the sensationalist clownery that referred to this game as a 'Halo-beater' and the way in which stupid, fat Americans have been spitting out their lard milkshakes as they blindly buy into this baseless hype.

Cackman is the only source you can trust, and as the only videogame correspondent to have never really thought about the game up to this point, can provide comprehensive evidence as to why this Sony Europe title will change the face of gaming.

- Revolutionary 'Enter The Killzone' feature, based on Bullet Time, where the game runs at a crippling eight frames per second because more than two enemies are on screen at once. Only on PlayStation 2!
- Shocking draw distances and pop-up, cashing in on the current obsession with all things 'retro' by making the game look like it's running on an overrated, past-its-sell-by-date console. Only on PlayStation 2!
- True potential of fabled Emotion Engine revealed as Microsoft employees cry with laughter, then go back to playing Halo 2. Only on PlayStation 2!

***truth** (tr-oo-th) *n.* world of lies; bollocks. Jeffrey Archer's Dictionary of the English Language

LETTERS TO CACKMAN

Dear Cackman,
I always like to say two can play at that game, so what's the hottest multiplayer title on the horizon?
Love, Bobby Brown

Online is for fat Yanks and ugly people and new games suck anyway. Side-by-side action, resulting in extreme physical violence is the future. SNES. Mario Kart. Battle Mode. Understand.

CACKMAN'S OLYMPIC CHALLENGE

The summer athletics season is now upon us, and, no shirker of extreme physical exercise, Cackman has set a number of shock videogaming records which push back the very limits of human endurance.

Cackman hereby brands anyone who claims to do better a filthy liar and a cheat.

THE MARATHON

Cackman attempted to make shamefully short cash-in Enter The Matrix last as long as conceivably possible. Despite watching each of the many cutscenes in 18 different languages and rewriting the code of every level, the game still only took 23 minutes to clock.

SHOT PUTT

Requiring supreme upper body strength and a stiff dose of steroids up the backside, Cackman used Herculean force to hurl an Xbox as far as he could off a motorway bridge. Cackman managed 12 feet before a juggernaut, eight cars and a caravan got in the way.

RESISTANCE TRAINING

The ultimate challenge. Cackman sought to discover how long he could stop himself bursting into laughter while thinking about Nintendo's E3 2003 showcase. Cackman was performing well until he recalled the stamp-collecting Zelda game... HAHAHAHAHAHAHA! 3.06 seconds.

WRITE TO CACKMAN

You lot must have ideas. Questions. Theories. Write to Cackman at the usual address, and the best will win an awesome prize! Senders of anything Cackman considers to be crap will be subjected to GBH in text form on this very page. Come on! You want to be famous, don't you? What else have you got to live for in your stupid little lives?

Cackman's opinions aren't necessarily those of CVG

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Driver 2 Advance
Golden Sun
Harry Potter C.of Secrets
L. of Zelda: Link to Past
Mario Kart Super Circuit
Megaman Zero
Pokemon Ruby
Pokemon Sapphire
Sonic Advance 2
Tony Hawk's 3
Yu-Gi-Oh!: World Ed.
Zelda: A Link to the Past
Plus Many More...

GBOY COL

Action Man
Aliens: Thanatos Enc.
Crystal Pokemon
Dragonball Z L.Sup.Wars.
Gold Pokemon
Harry Potter
Harvest Moon
Jungle Book
Pokemon Blue
Pokemon Crystal
Pokemon Gold
Pokemon Red
Pokemon Silver
Pokemon Yellow
Spiderman
Super Mario Land 2
The L. of Zelda (Ages)
Yu-Gi-Oh!: Dark Duel St.
Zelda: Oracle of Ages
Zelda: Oracle of Seasons
Plus Many More...

N64

Banjo Kazooie
Banjo Tooie
Carmageddon
FIFA 98
Fists of Fury (Tom & Jerry)
Goldeneye
Leg. of Zelda: O. of Time
Super Mario
Turok: Shadow Oblivion
Zelda: Majora's Mask
Zelda: Ocarina of Time
Plus Many More...

DR'MCAST

Four Wheel Thunder
Headhunter
Jet Set Radio
Metropolis Street Racer
Res. Evil: Code Veronica
Shadowman
Sonic Adventure
Speed Devils
Tomb Raider 4
Tomb Raider 5
Wacky Races
Plus Many More...

PS ONE

Army Men: Land Sea Air
Broken Sword
Broken Sword 2
Die Hard Trilogy
Digimon World
Discworld Noir
Dracula Last Sanctuary
Dracula Resurrection
Dragonball Z: Final Bout
Driver 2
Final Fantasy 7
Final Fantasy 8
Grand Theft Auto
Louvre: The Final Curse
Medal of Honor Underg.
Necronomicon
Ninja
Parasite Eve 2
Premier Manager 2000
Rayman
Resident Evil 2
Resident Evil 3: Nemesis
Shadowman
Silent Hill
Spyro 3: Year of Dragon
Star Wars: Phantom M.
Syphon Filter 3
Tekken 3
The World is not Enough
Tomb Raider 2
Tomb Raider 3
Tomb Raider 4
Tomb Raider 5
Tony Hawk's 4
Yu-Gi-Oh! F. Memories
Plus Many More...

PC

Age of Mythology
Alone in the Dark 4
C&C: Red Alert 2
Caesar 3
Cossaks: European Wars
Delta Force Land Warrior
Delta Force: T. F. Dagger
Discworld Noir
Empire Earth
Enter the Matrix
Grand Th. Auto: Vice City
Hooligans: Storm Europe
I. Jones: Emperor's Tomb
James Bond: Nightfire
Medal of Honor: All. Ass.
Medieval T.War: Viking I.
Moto GP2: U.R.T.
Red Alert 2
Return to C. Wolfenstein
Settlers 4
Sim City 2000
Sim City 3000
Sims
Sims: Unleashed
Soldier of Fortune
Star Trek: Armada
Stronghold
The Hulk
The Thing
Theme Hospital
T. Raider: Ang. of Dark.
Tomb Raider 5
Total Club Manager 2003
Tropico
Tropico 2: Pirate's Cove
Plus Many More...

GAMECUBE

Agent Under Fire
Aggressive Inline
ATV Quad Racing 2
Batman: Dark Tomorrow
Blood Omen 2
BMX XXX
Burnout
Burnout 2 Point of Impact
Cel Damage
Conflict: Desert Storm
Crush Hour (WWE)
Dakar 2
Dave Mirra BMX 2
Def Jam Vendetta
Desert Storm (Conflict)
Die Hard: Vendetta
Disney Sports Football
Enter the Matrix
Eternal Darkness
Godzilla: D. all Monsters
Grand Heat - Burnout
Ikaruga
Jedi Knight 2
L.of Zelda: Master Quest
Leg. of Zelda: W. Waker
Luigi's Mansion
Mario Sunshine
Matrix (Enter the)
Medal of Honor Frontline
Metroid Prime
Mort.Kombat: Deadly All.
Need for Speed H.Purs.2
Nightfire
Ocarina of Time: Master
Paris-Dakar Rally 2
Phantasy Star Online
Rayman 2
Red Faction 2
Resident Evil
Resident Evil 2
Resident Evil 3: Nemesis
Resident Evil Zero
Rocky
Rogue Leader
Scooby Doo: 100 Frights
Sims
Skies of Arcadia Legends
Sonic Adventure 2 Battle
Sonic Mega Collection
Spiderman The Movie
Spyro: Ent.the Dragonfly
Star Wars: Bounty Hunter
Star Wars: Clone Wars
Star Wars: Jedi Knight 2
Star Wars: Rogue Leader
Starfox Adventures
Super Mario Sunshine
Super Monkey Ball 2
Super Smash Bros Melee
Superman: Apokolips
The L. of Zelda: W.Waker
The Matrix
The Sims
Tiger Woods Golf 2003
Time Splitters 2
Tony Hawk's 4
Turok: Evolution
Vendetta: Die Hard
Wind Waker
Wolverine's Revenge
Wreckless: Yakuza Miss.
WWE Wrestlemania X8
X-Men 2: Wolverine's Rev.
Zelda: Master Quest
Zelda: Ocarina of Time
Zelda: Wind Waker
Plus Many More...

X-BOX

Agent Under Fire
Air Force Delta Storm
Amped Snowboarding
Azurik: Rise of Perthia
Baldur's Gate: Dark All.
Batman: Dark Tomorrow
Blade 2
Blinx: The Time Sweeper
Buffy The Vampire Slayer
Burnout
Burnout 2 Point of Impact
Champ. Manager 2001
Champ. Manager 2002
Chase: Holl. Stunt Driver
Colin McRae Rally 3
Conflict: Desert Storm
Dakar 2
Dead or Alive 3
Dead to Rights
Desert Storm (Conflict)
Elder Scr. III: Morrowind
Enter the Matrix
FIFA 2003
Genma Onimusha
Ghost Recon
GT 2002
Gun Metal
Halo
Hitman 2: Silent Assassin
House of the Dead 3
I. Jones: Emperor's Tomb
J.Bond: Agent Under Fire
Jedi Knight 2
Jurassic Park Op Genesis
Kakuto Chojin
LMA Manager 2003
Lord of Rings: Fel. of Ring
Matrix (Enter the)
Max Payne
Medal of Honor Frontline
Metal Gear Solid 2: Sub.
Midnight Club 2
Minority Report
Moto GP2: U.R.T.
MX 2002
Oddworld: M's Oddysee
Panzer Dragoon Orta
Phantasy Star Online
Phantom Crash
Project Gotham Racing
Project Zero
Red Faction 2
Reign Of Fire
Return to C. Wolfenstein
Robot Wars: Extreme Dst.
Roller Coaster Tycoon
Sega GT 2002
Shenmue 2
Silent Hill 2: Inner Fears
Sims
Spiderman The Movie
Splinter Cell
Star Wars: Clone Wars
Star Wars: Jedi Knight 2
Syberia
The Hulk
The Matrix
The Sims
The Thing
Tiger Woods Golf 2003
Tom Clancy: Ghost Recon
Tony Hawk's 3
Tony Hawk's 4
Ty the Tasmanian Tiger
Wolfenstein, Return to
Yager
Plus Many More...

PLAYSTATION 2

A = 01
Ace Combat 4: S. Skies
Ace Combat: D. Thunder
Age of Empires 2
Agent Under Fire
Alone in the Dark 4
Army Men RTS
B = 02
Baldur's Gate: Dark All.
Battle Engine Aquila
Big Mutha Truckers
Blade 2
Blood Omen 2
BloodRayne
BMX XXX
Burnout
C = 03
C.Bandicoot: W.of Cortex
Commandos 2
Conflict Zone
Conflict: Desert Storm
Cricket 2002
D = 04
Dark Angel (J.Cameron)
Dark Cloud
David Beckham Soccer
Def Jam Vendetta
Devil May Cry
Devil May Cry 2
Digimon World
Dragonball Z: Budokai
Dynasty Warriors 3 XL
E = 05
Eden, Project
Enter the Matrix
Escape Monkey Island
Extermination
Extreme G 3
F = 06
FIFA 2003
Final Fantasy 10
Fire Blade
Formula 1 2002
G = 07
G1 Jockey
Getaway
Ghost Recon
Giants: Citizen Kabuto
Gran Turismo 3
Grand T Auto: Vice City
Grand Theft Auto 3
H = 08
Half Life
Harry Potter C.of Secrets
Haven: Call of the King
Headhunter
Hitman 2: Silent Assassin
J = 10
James Bond: Nightfire
Jurassic Park Op Genesis
K = 11
Kessen 2
Kingdom Hearts
L = 12
Legends of Wrestling 2
Legion: Leg. of Excalibur
LMA Manager 2002
LMA Manager 2003
Lord of Rings Two Towers
Lord of Rings: Fel. of Ring
M = 13
Mark of Kri
Mat Hoffman's Pro BMX 2
Matrix (Enter the)
Max Payne
Medal of Honor Frontline
Metal Gear Solid 2
Metal Gear Solid 2: Sub.
Midnight Club 2
Monkey Island (Escape)
Mort.Kombat: Deadly All.
Moto GP 2
Moto GP 3
Mummy Returns
N = 14
Need for Speed H.Purs.2
O = 15
Onimusha 2
007 Nightfire
P = 16
Premier Manager 2002
Primal
Pro Evolution Soccer 2
Project Zero
R = 18
Ratchet and Clank
Red Faction
Res.Evil: C. Veronica X
Return to C. Wolfenstein
Ridge Racer 5
Robot Wars
Rocky
S = 19
Scooby Doo: 100 Frights
Shadowman 2
Shinobi
Silent Hill 3
Sims
Smackdown! 3: J. Bring It
Smackdown! 4: Shut Y.M.
Soul Reaver 2
Spiderman The Movie
Splinter Cell
Star Trek: Elite Force
Star Wars Jedi Starfighter
Star Wars: Bounty Hunter
State of Emergency
Street Hoops
Stuntman
Summoner
Summoner 2
Syberia
T = 20
Tekken 4
Tenchu: Wrath of Heaven
Terminator: Dawn of Fate
The Fellowship Of Ring
The Getaway
The Matrix
The Sims
The Thing
The Two Towers
Theme Park World
This is Football 2003
Tiger Woods Golf 2002
Tiger Woods Golf 2003
Time Splitters 2
TOCA Race Driver
T. Raider Ang. of Dark.
Tony Hawk's 3
Tony Hawk's 4
Treasure Planet
Turok: Evolution
Ty the Tasmanian Tiger
W = 23
War of the Monsters
Wild Arms 3
WWE Crush Hour
WWE Smackdown! S.Y.M.
X = 24
X-Men 2: Wolverine's Rev.
X-Men: Next Dimension
X-Squad
Plus Many More...

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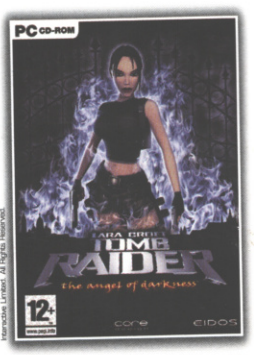

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